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1974

ANZIO; Portrait of a Game

Avalon Hill Philosophy Part 42

1974 — WHAT WILL IT BRING???

This time the arrival of the new year brings more than the traditional good cheer of the yuletide season. A pall of recession hangs over the nation with ever increasing certainty. Reports of raw material shortages have been with us for over a year and relief is not yet in sight. Add to this the more widely publicized energy shortage, inflation, and a general lack of faith in the economy and prospects for the coming year must be considered glum at best. The state of the nation is foreboding without doubt but before burying our heads in the sand let's take a realistic look at events as they stand now and try to appraise the situation.

Foremost in the minds of all printers is the paper shortage. A labor problem in the Canadian mills plus an attempt by the Japanese to transplant American forests overseas in rising quantities has caused a major shortage of cheap paper and cardboard, or chipboard as it is commonly referred to in the trade, which has existed for over a year. The result has been spiraling costs and the imposing of quota systems by paper suppliers. This, in turn, has increased the price of printing across the board and threatens to put more than one small printer out of business. Avalon Hill, being a major paper user, has been caught in the crunch like everyone else. Fortunately however, the effects will not weigh so heavily on us as on others. *Quality* paper can still be had in sufficient quantity for a price. Avalon Hill has never been a major user of cheap paper. However, we do use tremendous amounts of chipboard which is needed for boxes, boards, and counters. The very fact that we are a major user holds us in good stead. The paper suppliers tend to take care of their bigger customers first so Avalon Hill's position as the ranking manufacturer of adult boardgames insures that we will continue to receive an adequate allotment, albeit at a cost double and triple what we've paid in the past.

Paper is not the only raw material in short supply. Plastics, a by-product of petroleum, have become harder and harder to obtain. And with gasoline rationing in the offing, plastics may become even more unobtainable than paper. As a result we've been forced to cancel plans for producing a compartmental styrofoam tray to solve the problem of unit counter storage.

A more serious problem is the gas shortage itself. Truckers have already organized nationwide strikes against soaring diesel fuel prices. The government's mandatory speed limits for trucks isn't helping matters. Making trucks run under their cruising speed forces inefficient use of available supplies resulting in longer delivery times and demands for even more fuel. The result is tremendous price increases in the trucking industry which affects us coming and going. We pay higher rates not only to get the raw materials to the factory but also to send finished games to our wholesalers.

Add to all of this a prediction for nationwide recession and the picture takes on frightening overtones. The Hobby and Toy Industries reported a very 'slow' Christmas season, due mostly to the public's concern over the economy. Fortunately, a recession does not necessarily mean disaster for a game company. As money tightens, people tend to hold their entertainment dollar a bit tighter. Games are excellent entertainment values in that they can be utilized over and over for countless hours of enjoyment. The prospect of gas rationing keeping people home also is a decided edge for the game and hobby industry. The future is not totally black.

But how will all of this affect Avalon Hill and wargaming in general? Of a certainty something must be done to meet the specter of rising costs. The usual antidote is to pass on rising costs to the consumer. If you don't believe it check what you're paying for gas next time you fill up. However, where people may not balk at paying 60¢ a gallon for gasoline which they view as a necessity, many will refuse to buy a $12 or $15 game. Therefore, we've taken an alternate route to maintain our prices at the current level. We'll be cutting the cost of manufacture by doing away with surplus and unnecessary niceties such as the plastic trays and outer box sleeves. While making little difference to the game player these cuts will enable us to hold the prices steady in the face of inflation for at least another year.

These changes will go in effect with our spring release. Eventually, all of the bookcase games will be stripped of their outer sleeve and given the new packaging treatment. So if you want the 'deluxe' sets it might be wise to fill your bookcase collection now while they are still available in their present form.

What other changes will there be? None of any real consequence to you. We've already cut back on our advertising outlay to avoid selling more games than we can produce. But, we shall continue to publish new games as usual; in fact we may even pick up the pace a bit. As such, we forsee little difficulty in matching 1973's sales — an alltime high for Avalon Hill. The spring release will be previewed in the next issue and we guarantee you'll find this land battle game to your liking. — especially the Campaign Game, which will have more than a few of you up all night and into the morning. We will continue to upgrade the *GENERAL* and hopefully will see an increase in pages to 34 sometime in the year. Now that's not so bad for a year of disaster is it?

ANZIO; Portrait of a Game

ANZIO – WAS THIS TRIP NECESSARY?

That was a familiar question during gasoline rationing in World War II – trying to prevent wasting precious resources for no good purpose. This, in my opinion, fairly sums up not only the Anzio invasion, but the entire Italian Campaign. I call it a blunder by the Allies, a waste of lives overcoming non-essential geographical barriers reminiscent of World War I, not only in the heroism of the men who died, but also in the obfuscation of the generals who sent them to their deaths.

Most students of World War II know the sequence of events which led the Allies to invade Italy. It began with the German pressure on Russia, still nearly overwhelming in 1942, and the inability of Russia's allies to distract that pressure. Morocco seemed the only point where something could be done. The North African campaign completed, the Allies evidently could think of nothing better than to follow their noses: proceeding to the next adjacent Axis-occupied land mass, regardless of whether some other plan might have made more strategic sense. Douglas Orgill, on page 10 of his interesting book *The Gothic Line*, quotes Montgomery's worry over the lack of strategic thinking behind the Italian campaign: "But he had been told of no plan, and therefore there was none. Montgomery had, in fact, already seen the flaw in Allied thinking which . . . cost the Allies thousands of lives in exchange for a few muddy miles of the Appenine mountains."

So began a series of errors and wasted opportunities which may have prolonged the war for months.

A. The Invasion of Sicily

General Patton, with his characteristic boldness, wanted the Americans to invade in the northwest near Palermo, placing the Germans and their increasingly war-weary Italian allies between the tongs of a pincer, with the British landing in the southeast. Boldness was not to be the theme of this part of the war, however, save a few exceptions such as the imaginative seizure of Taranto. Patton's plan was vetoed in favor of an invasion in the southeast corner, which allowed the Germans to withdraw in good order along a narrowing front. But for Patton's typical unauthorized probing to the northwest, and his later risky amphibious assaults on the coast west of Messina, the Germans might have delayed the Allies another month in Sicily. Sir Basil Liddell Hart, on page 440 of his indispensable *History of the Second World War*, has this to say: If Patton had landed near Palermo on the north-west coast, he would have been well on the way to the Straits of Messina . . . all the enemy forces in Sicily could have been trapped. In the event, the escape of the German divisions had far-reaching ill effect on the Allies further moves."

German heavy tanks such as the Tiger I pictured above were a rude shock to Allied tankers, even though in short supply.

B. The failure to trap the Germans in Sicily

Perhaps the greatest fruit of the North African campaign was the capture of the best part of the Afrika Korps. Had these seasoned veterans been able to withdraw, Rommel had "guaranteed" Hitler to repel any Allied invasion of southern Europe. Even after rejecting Patton's plan to dash for Messina, the Allies had another chance to repeat their Tunisian coup, and ignored it. It would have been on a smaller scale, but perhaps with equal, or greater consequences.

From the German viewpoint, the Sicilian campaign was a masterful delaying action, capped by a skillful withdrawal despite Allied naval and air superiority. Had the 60,000 German troops on the island been isolated there, the invasion of Italy could have been the dramatic success the Allies envisioned. Try playing Anzio without the four German divisions involved, and see what I mean!

This objective could've been accomplished had the Allies invaded the Italian "toe", Reggio Calabria, while engaging the Germans in central Sicily. It is a moot question whether such a move would have succeeded, but had it, German withdrawal from Sicily would've been impossible.

The "toe" is virtually an island, only 20 miles across at the "joint", with rugged, easily held terrain. If the Allies could've held this peninsula, not only would they have made Sicily another disaster for the Germans, but they would've won a beachhead on the mainland. Turning again to Liddel Hart's book, page 446, he quotes Kesselring as saying "a secondary attack on Calabria would have enabled the Sicily landing to be developed into an overwhelming Allied victory", and he goes on to note that the Germans had but two divisions to cover all of southern Italy!

C. What next after Sicily?

When the Allies invaded in Salerno, they did so in the expectation that it was a conservative approach, certain to win a beachhead. They considered, and abandoned, a number of more daring plans involving air-drops on Rome, or north of Naples, perhaps together with an amphibious assault just north of Naples. Salerno didn't work out as planned, because the Germans read their intentions, and had forces in the vicinity which turned the landing into a very near thing. Had it not been for other units menacing the German rear from Taranto and Calabria, the invasion might well have been repulsed.

Why was Salerno obvious? Because it was the nearest suitable point to the great port of Naples which enjoyed air cover from Sicily.

A better course would have been to capture Sardinia and Corsica next. Neither island was heavily defended. Although no airbases comparable to Foggia were available, they could've been built. From islands not only could a much greater part of the Italian coast be threatened, but the south of France as well. In the game of **Anzio** one of the great problems of the German player is protecting the long seaward flanks. The same is true in **D-Day**. The Allies dominated the sea and much of the air, and could strike at too many places for the Germans to properly protect them all. I contend that the threat posed by Allied control of all three of these islands would've tied down quite a few German divisions at minimal cost to the Allies. Then, an invasion with air cover could have been attempted by the Allies, if desirable, at a far greater range of points along the coast.

Winston Churchill, in one of his books on World War II, *Closing the Ring* (page 154), takes a rather different view: "Sardinia, so long thrust forward in Staff argument as the alternative to the assault on Italy, fell into our hands for nothing, as a mere bonus, on September 19, and Corsica was taken by French troops a fortnight later. The Italian enterprise, to launch which we had struggled so hard, had been vindicated beyond the hopes of its most ardent and persistent advocates." Of course, foremost among these advocates was Churchill himself! I think that one could turn his argument around: perhaps if Sardinia and Corsica had been taken first, which

should not have been hard, the Italian peninsula would have been the bonus. Even Hitler was dubious that the peninsula could be held. If the Germans had had to worry about an air-supported invasion all along the French and Italian Riviera, or the coast north of Rome, Kesselring's near-miraculous defense of the peninsula might never have taken place.

D. The choice of Salerno

Leaving aside the alternate strategy suggested above, in my opinion Salerno was not the ideal choice. Strategy is the continual calculation of the best ratio between risk and reward. Of course, it seemed riskier to invade further north, where the relatively small German air force in Italy would be unchallenged. The Germans learned to fight pretty well without air support, however! Such an invasion might have been repulsed, a great victory and morale booster for the Axis. It can't be proven either way, but what did the Germans think about it? Kesselring's Chief of Staff, General Westphal: "If the forces employed at Salerno had been used instead . . . north of Rome the results would have been much more decisive . . . there were only two German divisions

in Rome . . . no others could have been brought up quickly enough to defend it. In conjunction with the five Italian divisions stationed at Rome, a combined sea and air landing would have taken the Italian capital inside 72 hours. Quite apart from the political repercussions . . . this would have resulted in cutting off at one blow the supplies of the five German divisions retreating from Calabria . . . would have brought all Italy south of the line Rome-Pescara into Allied hands.", as quoted by Liddell Hart on page 364 of *The Other Side of the Hill*. This is an interesting book, long out of print, published not long after the war on the basis of interviews with the defeated soldiers themselves.

It seems to me that this is accurately reflected in the game as well. An invasion in the south probably gets you on the board, but then you have the tortuous slog up the peninsula, crossing river after river, ridge after ridge, as the casualties mount, often leaving the Allies so spent they just can not attack, as game repeats history. On the other hand, a skillful and lucky invasion in the Rome area is about the only chance the Allies have to capture most of the peninsula early in the game. This is VICTORY, not a bloody stalemate! Another bold stroke that never came to pass.

E. Anzio, the open road to Rome

Col. Trevor Dupuy, on pages 76-77 of the 3rd volume of his *The Military History of World War II*, sums up the initial phase of the Anzio landing this way: "The British and American troops . . . found little resistance in their excellently conducted landing, and were able to push inland quickly. General Lucas now had to make a difficult decision. One possibility was to seize Rome itself. In that case, his three divisions, even if quickly reinforced, would be in danger of being smashed if Kesselring acted with his usual skill and vigor. The other choice was to advance slowly, making sure that the beachhead area was secure, and that the units kept together so as to be able to support each other against the expected German counter-attack. Lucas chose the latter course of action."

Churchill put the situation more vividly when he heatedly remarked that he had thought the Allies were flinging a tiger ashore at Anzio, but it turned out to be a beached whale!

It can not be proven whether such a dramatic Allied move would have been another disaster, like Arnhem, or a stunning coup, like the German airdrop on the fortress of Liege. It seems to me that the Germans so desperately engaged at Cassino, a mere fifty miles south, might have panicked with the Allies astride their communications northward, permitting the Allies to burst forward like a flood into the Liri Valley separating the two forces.

Instead, the beachhead was turned into "the largest prison camp in Europe," to quote Hitler. The irony of the Italian campaign is that despite Allied caution, the odds turned out to be as close as if they had really gambled.

There is another aspect of the Anzio landing which I find interesting. This campaign is always defended because it tied up German troops. The American commander in Italy, General Mark Clark, stresses this point in his memoirs, *Calculated Risk*. I think that it shows how easily the Allies lost sight of even this dubious strategy when on page 286, discussing Anzio, he says "We
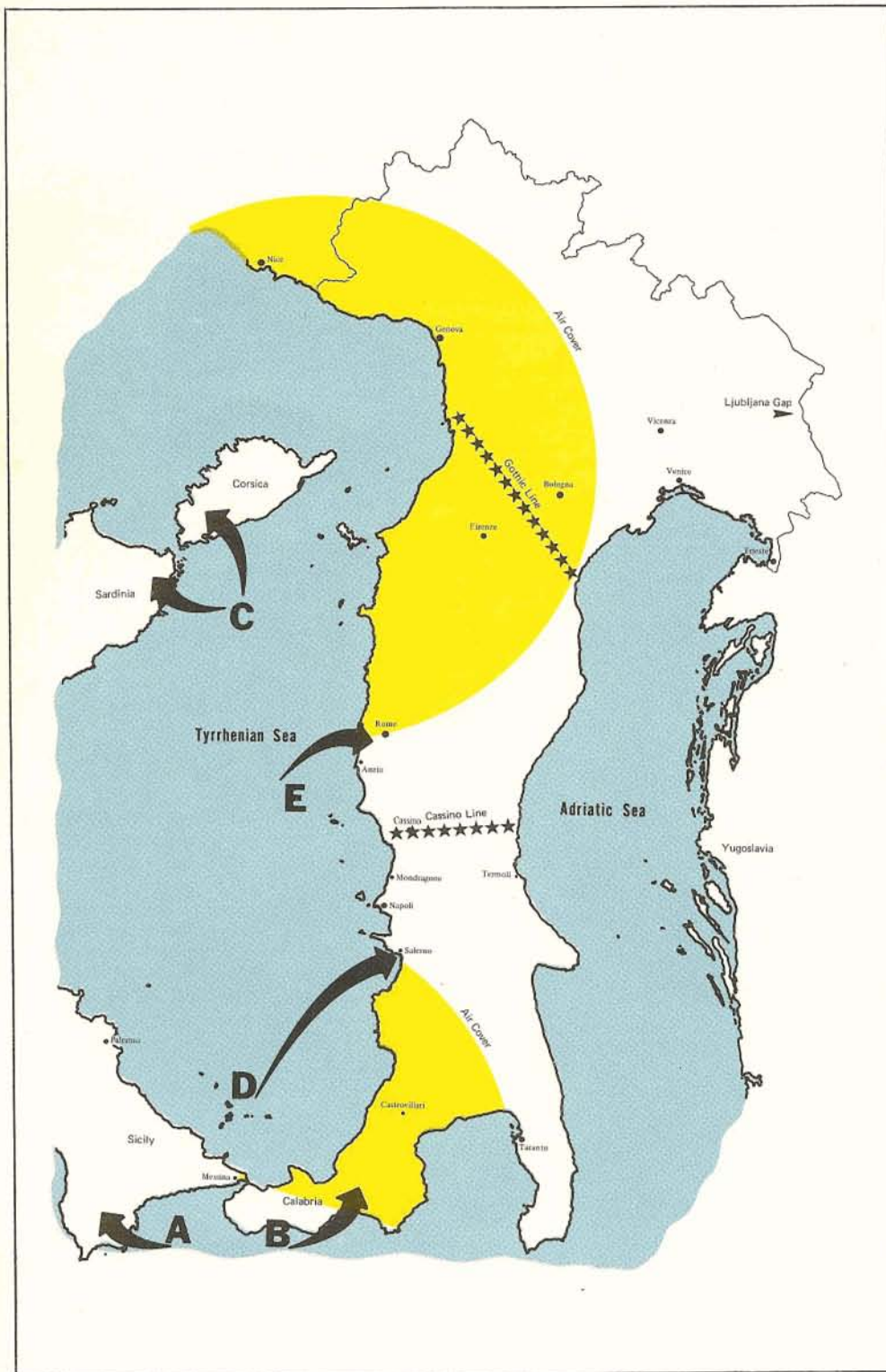
were fully aware that German divisions outside of Italy might be dragged into our battle, but we hoped they would not be." Then what was it all about? Marching on Vienna? Not hardly!

Mortars were effectively utilized in the mountains of Italy where higher caliber guns couldn't be posted. Here German troops man a heavy trench mortar of pre-war vintage.

Although I am convinced that Anzio was mistaken both in conception and execution, I think it only fair to quote the opinion of General Lucien Truscott, who replaced General Lucas when he was relieved of the Anzio command for lack of aggressiveness. From Truscott's memoirs, *Command Missions:* "I suppose that armchair strategists will always labour under the delusion that there was a 'fleeting opportunity' at Anzio during which some Napoleonic figure would have charged over the (Alban Hills), played havoc with the German line of Communications, and galloped on into Rome. Any such concept betrays lack of comprehension of the military problems involved." He continues with a detailed explanation of the difficulties which prevented the Allies from advancing more than a few miles inshore. It would be impossible to dismiss, were not the history of warfare replete with examples of even greater obstacles successfully ignored. I suppose that the British at Dunkirk should've just surrendered!

As the war drew on, the Germans, utilized flak guns more and more for ground defense. Here a 3.7cm flak gun is being put in place to deal with an expected American attack.

I have not seen mentioned a third course of action which the Allies could have followed in order to exploit their surprise landing. During the Anzio operation, the Fifth Army to the south was exerting itself to the utmost to breach the German Winter Line. True, the Pontine Marshes lay to the south of Anzio, but they were penetrated by Route Seven. Just fifty miles separated the two Allied armies. What might a daring Allied move southward towards Terracina have accomplished? Surely it could not end in a greater disaster than the virtual annihilation which befell the Rangers who tried to take Cisterna after Lucas had "consolidated".

F. The same results at far less cost

One can quarrel with any of the contentions above, but it seems to me that a broader criticism of the entire campaign can be made which is not easily refuted.

This part of the war has been the subject of debate for nearly 30 years now. As the notes to the game of Anzio point out, those who defend the Allied strategy argue that invading Italy was the only feasible way to tie down many German divisions sorely needed elsewhere. A good example occurred not long after D-Day when Hitler personally transferred an infantry division from Pas de Calais to Italy. I won't join the argument, as it seems to me merely to disguise the most important question: having invaded Italy, why was it necessary to try to occupy it completely?

It took the Allies over a year and a half to cover the 700 miles from Salerno to Bologna. The average length of the peninsula on that journey is only 100 miles. Not only is the front narrow, but the terrain is very difficult. A few quotations give the flavor of the struggle:

Page 210 of Mark Clark's book: "Kesselring was a master of delaying tactics. His use of artillery was highly effective in the mountainous region through which we had to pass. Small rear-guard detachments ... dug in their machine guns on important hillsides while their riflemen on higher ground forced us to make wide, time-consuming envelopments almost every mile of the way. As we did so, the enemy artillery harassed our columns. Often one 88-mm. gun ... could deliver fire along an entire valley floor and might not be knocked out for many hours. Mud added to our woes, and with trucks mired down, soldiers and pack mules had to move supplies over rugged hills. Blown bridges and mines were constant problems; each hillside became a small but difficult military problem that could be solved only by careful preparation and almost inevitably by the spilling of blood."

The Canadian Army at War, official history of the Canadian campaign in Sicily and Italy, 1943, page 104: "Central and Southern Italy offer little opportunity for the manoeuvres of thrust and envelopment so profitable in modern warfare. Areas suitable for cross-country movement of tanks are few and in almost every case overlooked by steeply rising mountains."

Fred Majdalany's *Cassino — Portrait of a Battle*, page 30: "Battling through these outposts of the winter line ... cost the 5th Army nearly 16,000 casualties. It had given an ominous foretaste of how useless machines can be when climate and terrain conspire to make them so. It consummated the pattern of fighting in Italy: the monotonous, heart-breaking, exhausting, seemingly pointless battle for one great obstacle only to be faced immediately afterwards by another. It had taken eight divisions six weeks to advance seven miles at a cost of 16,000 casualties."

The war was ending when the Allies finally burst into the Po Valley. The German retreat in Italy was the most orderly of any front; a decisive break-through was never achieved.

Therefore, I argue that the same result — engaging the enemy — could have been achieved as well or better, and at far less cost, by the plan described below.

First, it's interesting to note that the number of divisions in Italy was not great. Chester Wilmot, in *The Struggle for Europe*, gives this table of divisions as of November, 1943:

206	Russia (German)
50	France and the Low Countries
30	Russia (Axis Allies)
24	Balkans
22	Italy
18	Denmark and Norway
15	reforming in Germany
365	

Twenty-two divisions is nothing to scoff at, but it was only a small fraction of total German strength.

I argue that after the capture of the great port of Naples, and the air bases near to Foggia, so valuable for raids on Polesti, the Allies should not have tried to press northward at so great a cost. Apart from the chimera of an advance through the Ljubljana Gap to Vienna, the psychologically important prize of Rome, and airbases nearer to southern Germany, Italy above Cassino was of little value to the Allies. Moreover, winning it freed the Germans from the necessity of guarding the long seaward flanks, and shortened their supply line while lengthening that of the Allies. The more of Italy which Germany held, the more troops would be tied down containing the populace and the partisans.

River lines played a major role in the Italian Campaign. The action often stalemated behind rivers for months until the Allies gained strength for another offensive. Patrols, such as the one pictured above, were an extremely hazardous undertaking.

I do not say that the Allies should've adopted a "sitzkreig" policy. They could've kept pressure on the Germans with small-scale attacks along the main front, and more importantly, with commando raids, perhaps even secondary invasions, all along the more than *1000 miles* of Nazi-held coast from the Pyrenees to the Peloponnesus. On page 136 of Wilmot's book, he mentions Churchill's belief that no invasion of southern France was necessary, because "the German divisions in this area could be pinned down by the mere threat of invasion..." When one notes that Germany stationed 42 divisions in the Balkans and Scandinavia in late 1943, it can be seen that threats may tie up troops as effectively as trading life for life, maybe more so.

One could argue that the Germans might have willingly shortened their flanks by withdrawing to the Gothic Line. Apart from the fact that Hitler seldom willingly retreated, had this been the exception he originally contemplated, so much the better. If by this strategy the ground paid for in blood could have been won by making it risky for the Germans to hold, fine!

In sum, I argue that those 700 bloody miles were not strategically important to victory in World War II. If their conquest served no useful purpose, then truly, this trip was not necessary.

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ALLIED STRATEGY IN ANZIO

ANZIO was discontinued several years ago due to poor sales. The cries of anguish from the hard core have still not died down. It was, in many respects, the ultimate wargame but suffered from rules which were packed with ambiguities, a super realistic mapboard which left doubts as to exactly what was in each hex, poor playing aides, and sub-par packaging. The game itself, when cleaned up, remains one of the ultimate experiences in land battle games.

Tom Oleson stands out as the one gamer whose infatuation with the title knows no bounds. Upon hearing that the game was being discontinued, Tom sent us a standing order for whatever games were left. He now provides us with the official rule interpretations for ANZIO and is our recognized expert on the game. It is doubtful whether even Dave Williams, the game's original designer, has explored the many possibilities of this unique game as much as our present author.

One of the few unusual features of Anzio which has become fairly common is the variable Order of Battle (OoB). An aspect of this which remains more developed in **Anzio** than almost any other game, however, is the extent to which the actions of one side (the Allies) influence the strength of the other.

But first, let's compare their strengths. Apart from the difficulty of the terrain, one of the reasons the Allies moved so slowly in Italy, was that they never were greatly superior in numbers to the Germans, although they did enjoy dominance of the sea and air. This is well reflected in the game. The Axis OoB included the equivalent of over 57 divisions, vs. the equivalent of less than 40 divisions for the Allies, of which 15 represent the Italian army as of early September, 1943. Of course, the German advantage here is illusory, not so much because usually not all of these 57 divisions are available, but because the typical Allied unit is stronger.

Another comparison is more revealing. Including all Italians, and replacement steps available at the start, the Axis OoB includes 224 steps, vs. 228 for the Allies, counting the Axis divisions with regimental counters in their divisional configuration. For those unfamiliar with the Step Reduction Table of Anzio III, a "step" is the unit by which casualties are taken, although units equal in steps may be unequal in combat factors.

Be that as it may, the point is valid by whatever comparison is chosen: the Allies may not be able to count on much, if any, numerical advantage.

The first key to Allied victory in **Anzio** is to realize that you can weaken your enemy. How? Some examples:

1. Presume that the Germans do get a first invasion reaction. At the very minimum, this represents an increment of 786 step/weeks. How's that again? Well, if you had an extra Wehrmacht Panzer division (5 steps) for 10 weeks, that would be 50 step/weeks. So 786 step/weeks is a lot.

2. Chances are the Germans will get more; the maximum is 2131 step/weeks. In this calculation, I am not forgetting that most of these units enter the game later, anyway. I am only counting the *extra* weeks, basis arrival in September, 1943.
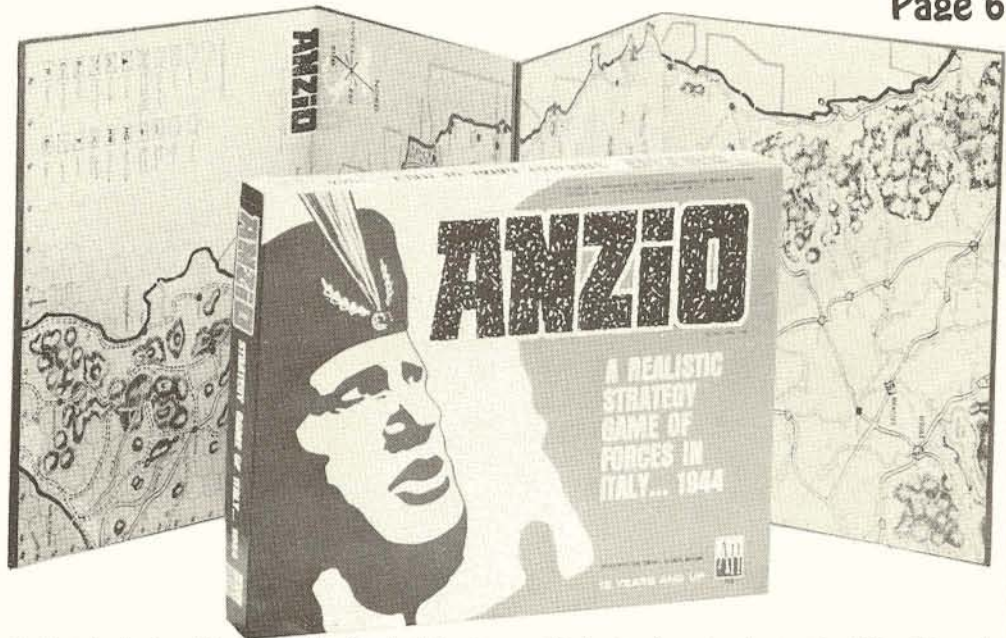
3. But don't the Allies get "The Big Red One" infantry division, among others, to balance the German reaction? True, and the total is 488 step/weeks. So if the Germans get a first invasion reaction, it represents 162% to 437% of the Allied reaction.

Each invasion area in Anzio has a certain probability that there will be a German reaction, but more of that later.

The first invasion reaction is not the only instance where the Germans can benefit by Allied decisions. If the Allies invade for the second time, the Germans also get reinforcements. A typical second invasion, in the spring of 1944, would represent over 1600 step/weeks for the Germans, and this time the Allies get no compensations.

The timing of the second invasion also influences the German OoB. Depending on how early it may be before the third week of February, 1943, several strong divisions will delay their departure. Allied proximity to Rome, Naples, etc., also plays a role. The total effect is enormous, as the chart shows.

The lower red line shows the monthly *ratio* of Allied to German strength if the Germans have gotten the best reaction possible, using certain probable assumptions as to when these will occur. Note that the Germans are stronger than the Allies throughout the entire game!

The upper red line shows the opposite extreme: no first invasion reaction, and no second invasion, and all other reactions minimized.

Obviously, a comparison chart of a typical game would fall somewhere in between the two red lines. The point is clear, nonetheless: the Allied player can do a great deal to shift the odds in his favor.

The first step is deciding where to invade. This is an interesting question, and has sparked the most attention in articles about **Anzio**. Whether because the invasion force must be small, as at Rimini, or the proximity of defenders, as at Genoa, several areas are obviously uninteresting, except for a second invasion. There are several others marginally worth a try, such as Livorno or Civitavecchia, just for the novelty, even though the odds are against them. Then, too, initial German dispositions are an important factor.

Naples is of great value to the Allies. Through this great port units of all nationalities may arrive, thus saving the non-US/British forces the several turn delay they would otherwise suffer by disembarking at Taranto or Messina. Moreover, if the Germans fail to garrison Naples, or what can be even worse, garrison it so lightly that an Allied attack may receive "bonus" movement from an Automatic Victory, an invasion here is attractive. Not the least of Naples attractions is the quick build-up permitted.

When choosing among the various beaches, it is important to weigh carefully the probability of German reaction. For example, is Mondragone that much better than Salerno that it justifies a 100% increase in the probability of a reaction?
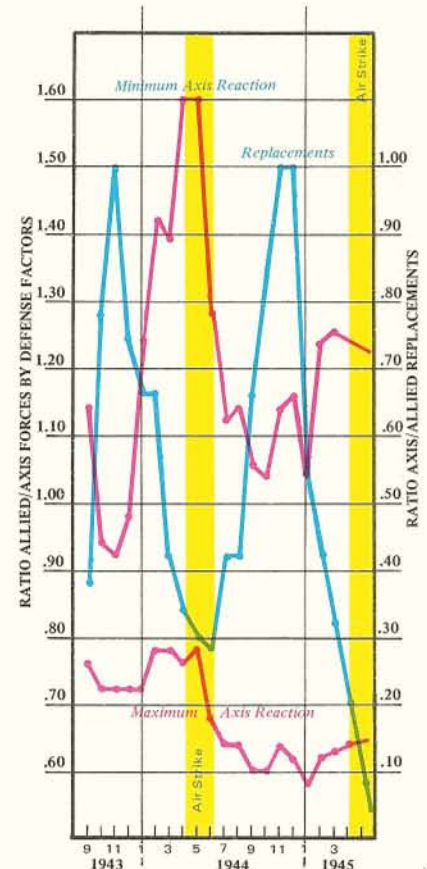
Of course, avoiding a German reaction is not the only objective. Foremost is winning a secure lodgement, and it is also of great importance to invade far enough north to prevent the Germans from stalling the Allied drive, as they did historically.

To me, the best bets are Rome, and the Termoli/Pescara area, always coupled, of course, with the South End options.

1. Although risky, a Rome invasion is the best chance, short of German ineptitude, for quick Allied capture of the peninsula south of the Arno River.

Moreover, the Allies have 1/3 chance that the Germans will not get *any* reaction, while they *always* get more than six extra divisions at Rome. This is the very best combination of circumstances for the Allies, even better than the top red line on the "Balance of Forces" chart.

Presuming optional stacking is used, let's examine in more detail the invasion force. Since U.S. divisions count 4 points, all divisions are British (3 points). The total is 19 points.

4-5-12	3-4-12	3-4-12	3-4-12	1-1-12	1-1-12
1-1-12	2-2-12	1-1-12	1-1-12	1-1-12	

A. The Key Attack

I believe that the Alban Hills at Frascati are the most important position. History showed they dominate the beaches, and it works that way in the game, too. Moreover, if the Germans retain or recapture this position, they outflank Rome from the south. Therefore, attack this position at 3–1, using one regiment of 82nd Para., the Ariete armored division, and all three of the 3–4–12 infantry divisions (see map). One of these divisions stays put on the Appian Way next to German 2nd Para, as does one of the two just south of Frascati. The other division advances if possible.

B. The 2nd Para. Problem

The big German division at Practica is the major problem for a Rome invasion. Some players try a 1–1 attack, and maybe that's a good idea, but then you can't get 3–1 on Frascati. The 1–2 attack I suggest gives you 1/3 chance of surrounding the unit. Even if you retreat, it still will have a hard time breaking out. Take any losses from the 82nd Para. regiment which advances south on the Appian Way from Rome to join the British 5th in the attack. If necessary, retreat the 5th just one hex south, to guard the Anzio port.

C. The Southern Flank

Here is the greatest danger. Presuming that the 16th Panzer is in the south, it and the strong Herman Goering and 15th Panzergrenadier divisions, and the Nebelwerfer brigade, add up to 20 attack factors threatening Anzio. I used to guard the southern approaches with commandos on the hill at H48 until a sharp-eyed opponent pointed out to me that I was crossing a swamp hex-side advancing up the Mussolini Canal across the Appian Way! I suggest a daring use of the two available commando units (the third is part of 82nd Para.) to block the two main Naples/Rome roads, forcing the German units to deal

with them first before moving on Rome. This is a gamble for both sides. The two valuable commando units probably will be lost, and this can hurt in a second invasion. I feel the sacrifice is worthwhile if they hold their ground, but if the Germans are lucky, they may achieve an AVII situation. The second Automatic Victory alternative awards bonus movement in certain circumstances, and it could be enough to carry them northward for a second combat south of Rome. Barring this, their situation on the Allied September III turn can be vulnerable: not only will their front be very wide along the Sacco River, but by concentrating enough of their units north of Gaeta to smash the commandos, they must defend lightly elsewhere, perhaps creating Automatic Victory situations for the Allies.

It is important to put the stronger commando unit nearer the coast, since it is theoretically possible for the Germans to get Automatic Victory both on the weaker commando unit and the brigade which is discussed below, permitting one of the other southern units, using Strategic Movement, to pass thru their suppressed zones-of-control all the way to Anzio, *if* they can move up the coast road. If they have to go inland, it's *too* far.

The last link in the southern flank defense is to station one brigade on the Appian Way due east of Anzio (G48). This serves two purposes: blocking a Strategic Movement thru an Automatic Victory (type I) to the south, and defending against a second combat after an Automatic Victory (type II). In the latter case, if the Germans get up this far they obviously are still strong, and can probably crush this lone brigade, too. If so, they advance first into the ZOC of one or two infantry divisions just south of Frascati, and they should stop right there. Whatever happens, it surely won't be dull!

D. The Northern Flank

Even if the Germans get the maximum possible reaction, only the Panzer division stationed in Florence can move down the Via Cassia in time to counter-attack on the first turn. Together with the 3rd Panzergrenadier, the total is 8 attack factors. One of the nice things about **Anzio** is that there is no stereotyped way to handle many problems, including this one. One approach is to stack the remaining brigade plus one regiment of the 82nd together with an Italian division. This could be just north of Rome, or in the northern-most Rome hex. In the latter case, presumably the German forces might lose some strength smashing thru the northernmost Italian unit into Rome. The Allies might even decide to pull back behind the Tiber River, which bisects Rome. I prefer, again, a bolder disposition: send the brigade towards Civitavecchia, and also move out of Rome to the northeast with the one remaining regiment of the 82nd. I reason that the bigger the Allied beach-head is, the more opportunity available during the third week of September. True, the two German divisions will get a second and perhaps even a third combat, but one bad roll will stop them. If the Germans don't get a reaction, they will be powerless on the northern flank. Of course, it is vital to try to hold on to at least one Rome hex, to deny the Germans air superiority by September III. Here again, this is greatly facilitated by holding Frascati.

ANZIO

NORD

EST — — EST

SUD

Italian units

blue blocks = German units

E. Rome

Although the Rome invasion can be made without a paradrop on Rome (which would release another commando unit to solidify the southern blockade), it seems to me much better to do so. Not only does it enable Frascati to be surrounded, but more important, the entire Italian Army defects to the Allies. The Germans can destroy most of these units on their turn, but doing so costs them strength, and delays their rush to Rome. Moreover, it is not at all unlikely that one or two Italian units will survive to attack the German Rome perimeter from the rear as the Allies try to break out.

Again I want to stress that the Rome invasion is risky and demanding, but especially if the Germans fail to get a reaction, a very dramatic advance is a good possibility for the Allies.

2. Many German players, if they are faced by an experienced opponent, make a Rome invasion foolhardy by stationing 16th Panzer at Anzio or somewhere nearby. In that case, and presuming 16th Panzer is not on the Adriatic, I recommend Termoli. In fact, all things considered, I rate this invasion site No. 1, for the following reasons:

1. Only 1/6 chance of a first invasion reaction.
2. Rome garrison doesn't enter the game.
3. Very wide perimeter.
4. Hard for the Germans to mass for a counter-attack.
5. Excellent communications on interior lines.
6. Poor German communications along secondary roads.
7. A position well north of the Cassino Line. Pescara is actually north of Rome.
8. German air superiority likely to be short-lived.

9. Quick link-up with the South End Options. The Allies may use the same units as at Rome, except delete 4 regiments/brigades and add the U.S. 45th Infantry Division.

ANZIO:

THE BATTLE MANUAL

Anzio is packed with novelties, a tribute to the thoroughness and ingenuity of its designer, Dave Williams. Some of these, like the colorful and detailed map and counters, have not set a trend. Other features, like the multiplicity of optional rules "modules" in Anzio III, have become popular.

Of course, you don't need the Battle Manual to play Anzio I, but that would be like looking at Raquel Welch through dark glasses! In my view, by far the best version of the game is III, with all options, and these articles discuss it. I think all the options add to the game, and leave it well-balanced for equal players. You can pick and choose among the 20 optional rules of Anzio III, if you wish. Let's examine a few parts of the manual:

1. Optional Stacking Points

Although cumbersome until you get used to it, it is fair and realistic.

The Italian campaign was unprecedented for the polyglot nature of the Allied army. For the first time in history units from every inhabited continent fought under a single command! The Allies, in order to minimize confusion, attempted to separate their various nationalities into different sectors of the front. Although Anzio is one of the most realistic wargames, this factor is ignored once the units are in the game. Both of these stacks count 8 points:

a) 2 U.S. divisions.

b) 1 each of Indian, Jewish, Canadian, Polish, and Greek brigades, and a French regiment.

An easy way to add to realism is to allow the Allies an extra optional stacking point if all units in a stack are of the same nationality.

2. Substitute Counters

The rules warn that unlimited use of the substitute (regimental) counters "will dramatically swing game balance in favor of the German player", but the suggestion to avoid this by using them only at certain times, when "invasion or some other Allied move leaves the German with enough strength but too few units . . ." is vague. If the players agree in advance that the Germans get these counters in specific situations for a specific number of turns, the change from one turn to the next may be artificially severe. On the other hand, if they decide on a turn-by-turn basis, it can lead to differences of opinion.

A solution which I have found satisfies both sides without harming play balance is to always allow use of regimental counters, but not to count the inverted regimental counter = 1 step. It remains just like an inverted counter in every respect but one — it can not be taken as a step loss. It is just a shell, a cadre, to build up from. Two examples:

a) 6 steps in Herman Goering division
 8 steps in Herman Goering 3 regimental counters
 5 steps in using suggestion above

b) 4 steps in 90th Panzergrenadier division
 6 steps in 90th Panzergrenadier 2 regimental counters
 4 steps in using suggestion above

Therefore, there is no artificial limitation on use of these counters, but there is no artificial increase in strength just by splitting up a division, either. In fact, the German pays a slight penalty for their use.

3. Replacements

Although I differ, some players argue that the Germans have the edge in Anzio. In both games I and II, Germans have the option to start replacements (not reinforcements) in any major city. This can be surprisingly important in 1943, when replacements appear out of thin air in Naples or Rome, rather than losing a turn or two in transit from the North. This is a small but important edge for the Germans at a time when every unit counts. If you wish to handicap the Germans, the rules permit you to forgo this option.

4. Fall of Rome and Naples

Some simple things are rather hard to define in wargames. For example, exactly where is the front? You can see it easily enough, but to write out a definition fitting every situation isn't easy. This can lead to oddities. For example, Naples or Rome may be behind Allied lines, but because the Allies have not passed through it, the Germans don't get their reaction. Because the Allies often don't need the extra replacements they get with these cities, this is a common, but unrealistic, tactic. I suggest a gentleman's agreement between the players not to do this.

The Port

It can be Termoli, Ortona, or Pescara. The latter two have 1/3 greater capacity. I prefer Ortona. If you choose it, try to secure the High Appenine hill at S43 on September III. This high ground, as at Frascati, commands the port. Without it the port is not secure.

Invulnerable Positions

A weak unit in Anzio can invite disaster, but not if it can not be hit, or only at bad odds, or is backed up by a strong unit, as in the case of that brigade along the Appian Way east of Anzio. Barring a bizarre placement of 16th Panzer, a good part of the Termoli perimeter can not be hit on September II. A single commando brigade can hold route 16 along the Adriatic, and can even gain a bridgehead north of the Tordino River. A single commando unit can also take the key hill at S40. Unless 16th Panzer is around Avezzano, a single brigade can hold the "joint" between the northern and southern parts of the beach-head (U43). If the position can be attacked, use a division.

The Weak Link

If 16th Panzer is near Rome, it and possibly Frascati may be able to attack a unit at T42. They will have to attack across the Pescara River, 2–1 with air support. Use the strong commando unit here. This attack could sever the link with the northern units, but they can withdraw by sea. It should pose no threat to the port. This attack could weaken the Germans by 4 to 6 steps, in which case not only these units, but their sector, could be extremely vulnerable. It is possible for 16th Panzer to touch this unit from the south, but it would have to soak off against U43, gaining nothing.

Defending the Port

One of the reasons I prefer Ortona, is that both the 15th Panzergrenadier and Herman Goering can attack the hill just west of Vasto: 13 attack factors. With air, it would be 2–1 against an infantry division, again a risky attack if a five or six results. The remaining defensive positions west of Termoli are shown on the map.

Threat to Foggia

It is not that unusual to invade at Termoli, but many Allied players plan a restricted beach-head, holding behind the rivers to the south (Fortore) and north (Sangro). I prefer to throw a strong bridge-head south of the Fortore, on the road to Foggia. Too risky? I say no, for two reasons:

1. It is the Germans who should be worried about defending, especially on September II. What are the Allies afraid of? It is very hard for the Germans to counter-attack in a really threatening way at this stage, so why not make it even harder by making the perimeter so long the units they would need to attack must defend instead. Remember that a reaction is unlikely, and even if there is one, useless until September III.

2. It's not enough just to establish a beach-head, the Allies must then break out of it, gain air superiority, and link with the South End. River lines which they can saunter across September II may be heavily defended September III. This invasion boasts a perimeter wider than any other: well over 20 hex-sides! The Germans

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need about 11 units just to hold it. This wide perimeter, as at Rome, makes it very hard for the Germans to spare the 7 units needed to seal off the South End.

Passing on to the next phase, let's presume that the initial Allied invasion, whether at Rome, Termoli, or elsewhere, has succeeded. As mentioned, ideally, the Germans would be unable to defend the peninsula, so that the Spring 1944 air strike could break the Gothic Line. Suppose, however, that the Germans have been able to throw a fort line across the peninsula, perhaps just north of Rome along the Civitavecchia/Ascoli, the last feasible line below the northern part of the map. What plan should the Allies follow then? Can they win a war of attrition, plugging away at the fort line with a few low-odds attacks weekly, bleeding the Germans white? Perhaps, if they understand the arithmetic involved.

Counting the Naples and Rome bonuses, the six steps at start, and Polish replacements, the Allies get 211 steps during the game. On the average, the Germans get 110. This means 92% more for the Allies. Therefore, they must not suffer twice the German casualties in their attacks, or it is they who are suffering attrition.

There is no shortage of doubled or even tripled positions for the German defenders in Anzio. Therefore, Allied casualties will usually be doubled. Let's analyze the ratio of the attacker's losses to that of the defender at all ten odds allowed:

Key Ratio

From this we see that at unmultiplied odds, anything above a 1–2 attack favors the Allies. The two "soak-off" type attacks favor the Germans. Therefore, the Allies shouldn't waste their rare chances to attack in the open!

Where the Germans have a terrain benefit, obviously the loss ratio doubles, so that at 1–1 the Allies lose 2.8 steps/1.0 German step — not favorable. At 2–1 it is still not favorable, but a 3–1 attack on a doubled position shows a ratio of 1.25/1 — good for the Allies. Unfortunately, 3–1 attacks on doubled positions are rare.

So how can attrition pay? By the fact that the Germans must counter-attack to hold a fortified line. The Allies usually attack fort lines at 1–1, sometimes 2–1. Let's study the results at both odds:

Series of 2–1 attacks, and German counter-attacks at 1–4 or 1–2 only when required, obviously. Allied casualty percentage: 2–1, 1–2 164% of Germans 2–1, 1–4 169%.

In both cases, attrition favors the Allies. Although the Germans do not suffer terrain penalties counter-attacking out of forts, a glance at the table above shows that their loss ratio is unfavorable. It's interesting that they do better at 1–4, although that would often leave them dangerously weak for the coming Allied turn.

In a series of 1–1 attacks and counter-attacks, as above, Allied casualties vs. Germans are 200% and 207%, respectively.

Conclusion: slight advantage to the Germans.

So attrition can pay, not so much from Allied attacks, but obligatory German counter-attacks.

There is another aspect to this question. As the blue line on the chart shows, the ratio of

German/Allied replacements swings from a high of 1—1 during the Winter to a low of less than 1/3—1 during the Summer. Here again, I want to stress that so much of this analysis is predicated on the law of averages, which should have plenty of time to work out in this long game!

The months when the Germans are likely to get less than half Allied replacements are just at the start, March/August 1944, and February/April 1945. Therefore, these are the periods when attrition will be most painful for them (see blue line on the chart).

Fortunately for the Allies, these periods coincide with the two air strikes which are their most potent weapon. To win, the Allied player not only must make maximum use of the air strikes, but coordinate them properly with the second invasion.

As explained, just in terms of OoB, the Allies do a favor to the Germans by invading a second time. Should they do it then? If an invasion at Rome or on the Adriatic should succeed, a second invasion might not be necessary to do what the historical Anzio invasion did: crack the Cassino Line. In any case, the Allies should always pose the *threat* of an invasion to tie up German troops along the coastal flanks. Try to do this with units that are building-up, or that, from Naples, could either invade or reach the front to attack in any one turn. Otherwise, both Allies and Germans may suffer from withdrawals. Try to make this a handicap only for the Germans.

If a second invasion is necessary, how should it be done? Of course, if the Germans are so foolish as to leave Genoa open, station very weak units along the coast, or some other blunder, why pass up such an opening? Usually, this won't happen. In that case, there's no question in my mind that the second invasion should be timed to profit from the April/May air strike.

Advantages

1. German replacements at low ebb.
2. Ratio of Allied to Axis forces favorable, especially if the invasion can be timed not to occur until units such as Herman Goering, 2nd Para., and several Panzer divisions have left.

Because of the Random Invasion Rule, it is impossible to say exactly when the second invasion can take place, but there are 3 basic possibilities:

1. During the air strike — not too likely, but if possible, then any German coastal defense units would probably be smashed.
2. After the strike — not my preference, but circumstances might make it necessary. In that case, leave the air strike to late May, and invade as soon thereafter as permitted. That way, considering the paucity of German summer replacements, the units hit during the air strike will not be back to full strength.
3. If possible, I prefer to invade before the air strike, but as near to it as possible, say late February or early March, if permitted. This is a difficult time for the Germans, as they can not yet be sure that the invasion could not coincide with the air strike, so they have to worry about both. Moreover, it usually takes a week or two to position their units for a counter-attack. Therefore, they may only have a few weeks to attempt to repel the second invasion before the air strike can "rescue" it. If the second invasion succeeds in February or March, 1944, then the Germans

have a longer line to defend during the strike. This is very important, as the Allies should try to attack every possible unit then. This is also an argument for a more northerly first invasion, as the southern fort lines are shorter.

So much for when, how about where? Obviously, this depends on the position at the time, but in general, the Allies should invade as far north as possible, *especially* if the Germans have been able to hold them in mid-peninsula. It is tempting to execute a close flanking movement, as was done at Anzio, with poor initial results. The more pressing problem is the Gothic Line and the Po Valley it guards.

The second air strike is probably too late to break the Gothic Line and still have time to capture northern Italy. Of course, after the second invasion, unless most of the units didn't react in, there is no reason not to invade repeatedly. None, that is, except that the Germans may crush it! If the second invasion can precede the Spring, 1944, air strike by only about a month, it has an excellent chance to succeed, so this is the ideal time to try to outflank the Gothic Line. If the Spring, 1945, strike finds the Germans still holding this line, the Allies will have to be very lucky to win, all the more so since this is not the final defensive position available. Therefore, as outlined above, whether by a successful first invasion in Rome or Termoli, or a second invasion at Genoa, Livorno, or Rimini, the Allies must break the Gothic Line in 1944.

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GERMAN STRATEGY IN ANZIO

Rommel or Kesselring?

Late summer, 1943. The Kursk attack has failed, and the Russians roll forward in the Ukraine. Dozens of divisions are tied down in the Balkans and Western Europe. The problem: how to defend Italy from Allied invasion. Depleted by their losses in North Africa and Sicily, few German units are available. The best of these must hold down the industrial North. Due to the great length of the Italian coastline, much of it can not be defended. Moreover, Sicily showed that the war-weary Italian army and populace are potentially more hostile than friendly.

Two brilliant German generals ponder the problem. Their solutions:

Rommel — hold at the narrow northern neck not only to shorten the front and its flanks, but the lines of communication as well.

Kesselring — abandon only the barren southern third of the peninsula, holding fast in the difficult terrain between Naples and Rome.

We know what happened in history, but what is the best plan for the game?

Many of the basic considerations shaping Allied strategy, such as comparison of forces and replacements, obviously must be weighed by the Germans as well. The first question is which invasion area to deny to the Allies.

Historically, the Germans correctly deduced that Allied thinking would lead them to Salerno, because of its proximity both to Naples and to air cover from Sicily. Only their slender resources prevented this sound deduction from giving them a great victory. How about your opponent? Does he have a favorite beach? Is he conservative, or a

gambler? Is he new to the game, therefore likely to prefer Salerno or perhaps Termoli? Then you could put Nebelwerfer and two regiments of Herman Goering at Naples, one regiment at Vesuvio, and 16th Panzer just south of Vasto on the Adriatic. Or to really rule out Salerno, put 16th Panzer on Route 7 just south of Avellino. Not only a good spot for Salerno, but also within attacking radius of Termoli and Rome.

In no circumstances would I put less than two regiments at Naples. Only one unit there is an easy mark for the Allies.

On the other hand, suppose you have a wily opponent who could give you a lot of trouble at Rome. Then you put all the Naples garrison at Naples itself, in order not to slow yourself down exiting Vesuvio. There are many places for 16th Panzer:

1. Anzio — spoils Rome and is 12 movement factors from S42 near Ortona, presuming other units get Automatic Victory on the Italian at Tivoli.
2. Avezzano — can hit Rome even if the Naples roads are cut; can reach the Adriatic at several places, and also nearly as far south as Pompei.
3. Vasto — spoils a Termoli invasion, but can also attack as far west as Tivoli.

There is also another way to look at invasions: where would you *like* the Allies to invade? Grosseto or Rimini, of course, but let's be serious! I would say Mondragone. Why?

1. Twice the chance of a First Invasion Reaction compared with Salerno.
2. You can still hold at Cassino or just north of it.
3. Good chance to counter-attack.
4. Good chance Allies won't immediately capture the port they need (Naples).

Therefore, to tempt the Allies, you might leave only two regiments at Naples, say six defense factors, perhaps just enough to draw an Allied attack, but too much for them to be certain of success. A bit risky if they are lucky, admittedly, but you have 1/3 chance of reaction, which surely does make the game more fun for the Germans!

Next, to me the most interesting phase of the game for the Germans: trying to hurl the Allies back into the sea. First you have a tough decision: whether to try to block the units coming from Taranto and Messina. You have to divert seven units that are desperately needed elsewhere. They could be Nembo, 26th Panzer, three regiments from either the Naples or the Foggia garrison, and both regiments of 29th Panzergrenadier. Why the strong Panzer division instead of another regiment? Because that regiment from Naples or Foggia probably can hit the beach-head September II; 26th Panzer can't. To relieve the unnecessarily strong forces blocking the South End, immediately rush southward as many of the four Viterbo replacements, plus any other replacements or weak units as soon as you get them. Nothing frustrates an Allied player like cooling his heels at Taranto or Messina with big divisions of Canadians, Indians, etc., while the Germans hold Y60, Y62, Y64, O73, Q72, S71, and U70 with schlock!

This tactic of sealing off the South End is obviously artificial, but how else to handle it? The Germans can not advance into the toe and heel. If the Allies should attack from off the board and retreat, perhaps as an inverted counter, the Germans can't follow. So allowing the

Germans to seal off these edges at a high price seems the best solution. Although I disagree, some players feel the Germans have an edge in **Anzio**. There are two logical ways to handicap the German player with regard to the South End.

1. Allow entry ex-Taranto as far up the board as Y51, which would be geographically feasible if there had been room for the toe and heel on the game board. This would make it virtually impossible to seal off Taranto, therefore nearly guaranteeing Allied capture of Italy south of Cassino.

2. Allow Allied units of whatever nationality to enter any opened port. Some Allied players find it highly unrealistic that some of their strongest units are made unusable by what they consider a German "gimmick."

I do not suggest either alternative for equal players. Personally, I play with a complete map, using toe and heel extensions drawn up by a friend, but this article isn't intended to discuss variants.

Many German players, especially if confronted with a cautious invasion below the Cassino Line, prefer not to counter-attack vigorously. They conserve strength, and don't risk the loss of units. This way all of their units may be at full strength, so that they can retain their ersatz counters rather than using them to build up. I concede this is the smarter strategy. But what the heck, it's only a game, so enjoy it! Nothing beats outdoing Kesselring and pushing the Allies back to Sicily. Moreover, it is a natural mini-game. Many people put off by the potential length of **Anzio** don't realize how many games reach a *natural* resolution in a few months. Unless an aggressive German player is also very careful, failure to crush the invasion after a spirited attempt may leave him weak to the point of discouragement! Conversely, few Allied players have the will to continue if they lose their first invasion. If your life depended on it, as the Germans' did, obviously you wouldn't let it all hang out quite that far. But with a game, it can be fun *now and then.* One of the nice things about **Anzio** is that it lends itself to many different strategies on both sides.

It is impossible to recommend in detail how to attack the beach-head, since the possible dispositions are myriad, but here are some general ideas:

1. Don't presume that you have to go over to the defensive because you didn't get a reaction. I have seen a good German player crush a Rome invasion by a good Allied player, when the German got no reaction, and, of course, the Allies did.

2. Go for the high ground: Frascati at Rome, the High Appenines above Ortona, the tripled position just west of Termoli, etc. If you still hold these positions by the time you have regrouped to attack, you may be able to seize the initiative by threatening the port.

3. Keep air superiority as long as possible.

4. Don't be afraid to build forts around a beach-head, but *only* if you feel you really have a chance to crush the Allies. Several years ago at a convention at St. John's University in Queens, kibbitzers were puzzled seeing several forts scattered seemingly at random near Rome, and depleted armies facing each other at a short Cassino Line. The Allies had been forced back out at Rome, with the forts an indispensible German tool.

5. Know when you have had it. If your units are just too weak, break off your attack. This is a

very difficult decision for the German player, as it is so tempting to try just one more turn!

6. Maybe you can gain that one more turn by pulling back from the South End, delaying by using river lines. You only need 4 units to cover the entire front for a turn, along the line of the Volturno and the Fortore. Moreover, since the South End units can not use Strategic Movement first turn on the board, by pulling back just beyond their range, you can hold the front even with ersatz counters.

Proceeding to the next phase of the game, suppose that you failed to repulse the Allies, but you can build a line about where the Germans under Kesselring first did. Later on, I will examine a rather unorthodox strategy based on Rommel's ideas. For the moment, presume you are a student of Kesselring.

The question of fort lines is a study in itself, but here are some general considerations:

1. Don't presume the shortest line, as shown on the map, is always best. It may lack some important characteristics. Moreover, the shortest line may not be as economical as another line with more favorable terrain.

2. You hope that your first line will last until the 1944 Air Strike, so don't put a fort right in front of a river, or in some other vulnerable spot when the Allies finally push you out.

3. You may also have to cope with an invasion. Can your seaward forts be surrounded or easily outflanked? Would adjusting the line a bit improve your position via-a-vis an invasion site, or make it easier for rear guard units to seal off such a beach?

4. You have to reinforce. Venafro can be part of the shortest possible line, but it is difficult to reinforce and to retreat from.

5. Take full advantage of tripled positions and High Appenines.

6. Communications are important, especially in bad weather. Try to have a good road net just behind you, and bad lateral communications for the Allies. If you can move units faster than they can, you frustrate their attempts to get good odds. There is always considerable movement on both sides parallel to the fort line.

7. Don't put a fort where it can be bypassed. Examples are the hill northeast of Formia, and V32.

8. Don't put all the regiments of one division in the same fort. If one or two regiments are lost, you can rebuild the entire division from just the one left.

Another aspect of this period is coastal defense.

1. Try to fill the several small zones completely. The Allies can't beat this! I have seen games ended because the Allied first and second invasion was repulsed, and the Germans got enough units to completely fill every invasion zone!

2. If you can't completely fill a zone with weak units, don't leave them near the beach at all. Try to have at least 6 defense factors (3 doubled).

3. You can't hold everything. Remember you get a good reaction! Love those Tiger and Panther tanks!

4. If you can hold strong points, you have a chance to crush the second invasion, which is nearly as good as crushing the first, and almost as likely to cause the Allies to pack it in. Examples are the hills southwest of Valmontone, Frascati, the hill east of Civitavecchia, and those northwest

of Grossetto, and overlooking Livorno, Timini, and Genoa.

5. Genoa can be a very good place for a second invasion. It's original garrison, 94th infantry, leaves for the front October III, 1943, with the 334th not taking over until November II. This leaves a brief opportunity to invade there. True, it is disadvantageous for the Allies from the standpoint of its effect on the German OoB, nor is there any Air Strike to help out, but the Allies are very likely to do it (with port counters) if you let them. Therefore, be sure to have 1 or preferably 2 units there on time. I have lost more than one game by being a turn late doing this.

December I, 1943, the 334th also goes to the front, without any replacement at Genoa until September, 1944, and the replacement is too weak. Therefore, for most of the game, I recommend closing off the two Genoa beach hexes.

6. When Spring, 1944, rolls around, you are vulnerable to the Air Strike. If the Allies have not yet invaded, and unless you are prepared to gamble that they no longer can, I would concede the whole coastline to the Allies. With the units saved by not defending Rome, etc., you probably can close the four beaches north of Siena. This requires 14 units, 12 if you concede Cecina.

7. Even earlier I would favor these northern areas. It isn't all bad if the Allies invade at Anzio, for example. The reinforcements help. But if the Allies can get into Livorno, or another northern beach, in late February or early March, exert yourself to the utmost to crush or minimize the beach-head before the April Air Strike, or you may be the April Fool.

Moving on, presume that the combination of Air Strike and invasion has broken your southern line, and you are pulling back to the Gothic Line. There are still plenty of rivers, mountains, and High Appenines. Don't be eager to counter-attack if you can pull back to the next river. It drove the Allies frantic in the war; it can in the game, too. There are 14 rivers between Ortona and Bologna.

The West coast is more vulnerable, as it is relatively open terrain. Concentrate your strength here. If you feel a counter-attack is worthwhile, do it here. Try not to defend undoubled more than absolutely necessary.

The Allies will try to lengthen your front to force a pull-back in order to straighten it. How long a front can you tolerate? It's not so much a question of hexes, but of strength-per-position. If the Allies are able to get good odds at several positions, pull back.

Remember that after six weeks you may be vulnerable, all the more so if you have already gotten most of the Second Invasion Reaction. So again you must garrison the flanks, with priority to your main line, and the far North.

Your key objective: still be in the Gothic Line in Spring, 1945. If you have done this, you have probably won.

In automobile racing, the contest is often won or lost in the curves. A few feet gained braking late, entering the turn, can yield surprising distance accelerating up the straight. So it is in Anzio: the initial struggle for position in 1943 has great effect on the whole game. If the Germans keep the Allies away from the Gothic Line in 1944, they are far ahead.

Or are they?

Rommel thought otherwise. He commanded the strong North Italy garrison in the summer of 1943, and he wrote off the peninsula to the

south. Hitler never liked to retreat, even when advisable, but even he had to agree with the Desert Fox that withdrawal would be wise when the Allies invaded. Kesselring, the southern commander, had other ideas. His unexpected success was all Hitler needed to encourage him to hold fast. History acquitted Kesselring, and most German-side **Anzio** players follow his plan. It was right for history, but perhaps for the game, Rommel's analysis deserves further study.

As we have seen, often the Allies invade far enough south to permit the first German Line to be built across the narrowest part of the peninsula just south of Cassino, as historically it was (see map). Presume that instead the first line is far north. It could be either side of Firenze. The Germans then withdraw northward as forced to by the Allies.

Disadvantages:

1. The Allies take the peninsula before the game is half over.

2. They get their Rome replacements sooner than otherwise, in all probability.

3. There will be little scope or need for a second invasion, so the Germans will not get the tremendous reinforcement it represents.

There are several compensating advantages:

1. The Germans do not have to defend the long flanks. There are 24 invadable hexes, not counting those reachable by commandos, along the west coast from just south of Livorno to Gaeta, and on the east coast from the Foglia River to Vasto. To hold the key positions behind these beaches requires the equivalent of 3 divisions or more. The problem is acute if the second invasion and 1944 Air Strike coincide. As discussed, either the beaches are left open, or more units are exposed to air attack. On the other hand, if the Germans do not try to hold the peninsula, a line between the Cecina and the Foglia Rivers in the North requires the defense of only 12 hexes against the invasion, an area that would have to be defended anyway. As mentioned, it might be feasible to occupy all these hexes with weak units.

2. Depending on the pace of the Allied advance, and the location of the first German line, certain German reinforcement may react into the game sooner than otherwise.

3. Even presuming that the Allies eventually open a port north of Rome, many Allied units can only enter the game via Naples and/or the South End. If the front line is south of Rome into Spring of 1944, these units probably can reach it on their first turn in the game. But for them to reach the North will take two to three turns, not forgetting that they can not use Strategic Movement the first turn, or when entering combat. Conversely, German reinforcements and replacements just have a short haul.

It may even be possible for the Germans to delay the Allies while retreating the length of Italy, even without a fort line, so that they have not reached the Gothic Line by the first Air Strike. Let's presume not. Presume the Gothic Line is broken in the Spring of 1944. Aren't the Germans then in deep trouble, not having all that distance in which to retreat? Perhaps not. Perhaps it is only necessary to have enough space between the first and second lines so that:

1. The momentum of Allied advance during the 1944 Strike can not penetrate both lines.

2. Should the second line not be done, the Germans can delay enough turns so that its construction is finished. The best way to analyze this consideration is to examine in detail the defensive positions available in the North (see map).

A. This line can be used with line B just north. Since the Germans have only 13 forts, B can not be completed until A is partly destroyed. About two months delay will be needed. With a little luck, and the shelter of the Arno River, it should be possible, although not certain.

B. Virtually identical to the historical Gothic Line, this is more economical — one fort shorter, with virtually no invasion threat. It can serve as the first or second line.

C. In the Spring of 1945, when it was obvious that the Allies would burst into the Po Valley, the Germans planned to fall back approximately to this line as a last-ditch position in Italy. The war ended first. It can serve as a second line together with A, in case the German player fears A and B are too close. After A falls to the 1944 Strike, there is ample time to retire to C, and to finish its construction. Alternatively, B and C can be combined, total 13 forts. In this case, with C the defense line for most of 1944 onward, the Germans have maximum use of their North Italy garrison, and there is little scope for partisan activity behind their lines.

D. This strategy should also permit the construction of a final redoubt, if the Allies break the second line the first week of April, 1945. They have but three more turns to capture Vicenza, among other cities required. This line might make that impossible. Alternatively, if the first two lines are A + B, then C could be the final redoubt.

It's obvious that if this strategy is followed, many months will be devoted to World War I type attrition along the fort lines, a war of attrition which I do not believe the Allies can win, especially given their longer supply lines.

I have mentioned the historical basis for this strategy. As applied to the game, if line C in the Po Valley is the second line, then the Germans concede Genoa and much of North Italy to the Allies during 1944. Historically, the Germans never would have done this willingly, because of the industrial potential of that area, and because it could have exposed southern France before the Allies invaded there. Therefore, if this suggested strategy works, **Anzio** the game fails to reflect history.

Anzio came before the trend towards levels of victory, which can be as frustrating as they are theoretically logical. Perhaps this is regrettable, because it is a game that lends itself to that technique. There can be a difference between playing a game for a narrow win just within the rules, and playing for fun, or to satisfy levels of victory at least mentally. To put it another way, there is more glory being Kesselring than Rommel, in this particular campaign.

Personally, I can not resist the temptation to hang onto as much of the map for as long as I can, and the chance to throw those Tigers and Panthers against a second invasion! Be that as it may, I do think that "The Rommel Plan" should not be dismissed.

★★★★★

ANZIO TACTICS

No one should fool himself that wargames come anywhere near to reflecting real war. Just to cite two areas, morale and logistics, wargames have never made more than a gesture towards their simulation. One aspect of war that is rather well reflected in games, however, is the consequences of a blunder or miscalculation. Few games exceed **Anzio** in this respect. Why?

1. The three types of Automatic Victory (one from Game II, two from Game III).

2. The unusual SRT.

3. The terrain.

4. The importance of ports to Allied logistics.

5. The multiple invasions.

6. The varying capabilities of the units.

7. The way in which units can be destroyed, or rebuilt from a cadre.

This is not an exhaustive list, but it serves to make this point: failure to always keep in mind the unique rules configuration of **Anzio** may lead to a blunder with consequences very realistic indeed! To examine this, let's discuss **Anzio** tactics in detail. Here are some do's and don'ts:

1. Defending in adjacent hexes is often necessary, but it can be dangerous, just as in **Stalingrad.** If you push back one unit, while engaging the second on the flank, the first group of attackers can advance for a second combat with the second defender, now surrounded.

2. Ersatz and other weak units can be very useful to hold parts of the front, IF you carefully calculate what the enemy can do to them. This is essential, because otherwise you might open the way to an Automatic Victory which could rupture your entire front.

3. If you only have a unit worth one step to defend at some point, remember that only a 4–1 is needed to obtain AV–I. If you stacked that weak unit with an inverted counter worth a step, although the defense factor wouldn't change, a 6–1 would become the minimum for AV–I.

4. The German regimental counters are of great importance, all the more so since you can rebuild the entire division from just one counter.

Therefore, you have to be really desperate, or careless, to expose all the regiments of a given division to destruction on the same turn! Divide those regiments among several stacks or attacks, that way you don't risk losing an entire division.

5. Both sides have an ample supply of brigades and regiments. When you attack, try always to include one or more. Do the same in each defensive position likely to be attacked. It is much more convenient to rebuild these units than a division.

6. Units withdrawn can still be useful while building up. Germans can use them to fill up the small invasion zones like Pescara, Terracina, or Genoa. Allies can build up in Naples or Sicily, so that the units involved pose an invasion threat.

7. It is often hard to spare big units from the front line to build up. A good time to do so is when the front is fluid, with units advancing and withdrawing, therefore sufficiently distant from the enemy to build up.

8. For the Germans, it is obviously better to build up by regiments rather than pull a whole division out of the line, so try not to take casualties in divisions which you can't break down.

9. An exception to that suggestion concerns units slated to leave the game. Even though you eventually must make up the deficit if they withdraw understrength, it is better to deplete them first. Every "step/week" counts; as Nathan Bedford Forrest said, "Get there first with the most men!" For this campaign, it's have the most men stay the longest. This applies to both sides.

10. As Germans, don't waste armored replacements on infantry, unless imperative. Remember that the Herman Goering division is armor, but two of its regiments can be built up with infantry.

11. You can't always take casualties with regiments or brigades. When a division is involved, try not to take more than a step or two, otherwise it takes too long to rebuild, and becomes cumbersome stacking, because it still has full point value.

12. The Allies often make 1–1 or 2–1 attacks, which can lead to horrendous losses. It is rarely advisable to attack if a six could cost you an entire unit.

13. Remember that the same units that attack then have to defend, so try not to leave them so weakened by their attack losses that they are then vulnerable.

14. One of the unavoidable nuisances of wargaming is to calculate exact odds. Some people play that you can't look at the hidden counters in a stack, but I dislike that because I like wargames not memory tests. If you trouble to accurately assess your enemy's dispositions, you may arrange your stacks so that some key enemy unit is just too distant to achieve good odds. This implies an unrealistic level of intelligence, but it is a useful tactic, particularly if a fierce struggle is taking place.

15. It can be very dangerous to leave weak units unstacked, especially if they are near the front. Probably the worst disposition is a weak unit right behind a stronger one, since the enemy may get second combat on the weak unit.

16. The Allied port is vulnerable as long as the Germans can reach it with Strategic Movement. Sometimes it is tempting to hold part of the front with brigades to concentrate against another sector. Be sure the Germans can't get Automatic Victory on that brigade. They might send a

sacrificial raider behind your lines to destroy your port, etc.

17. Don't forget the delay in crossing rivers or High Appenine. Sometimes one unit at a pass or bridge can stall the enemy for one turn over a surprisingly broad front. This can also be useful for the Allies if they are hard-pressed in a beach-head. Sure, the Germans can put a unit on the river to cross next time, but exposing a unit that way may not be feasible for them, so an undefended river becomes part of your line.

18. Wargaming is full of anomalies, as we try to express one of mankind's most complex endeavors with pieces of paper and cardboard. One of the most glaring in **Anzio** is the fact that you can cross a river faster by attacking a unit behind it than you can just wading across unopposed! So be careful holding river lines with weak units, IF they can be hit strongly. The many weak units in Anzio can be put to good use only if it is done with care.

19. It is common for both sides to be strapped for units to hold quiet sectors, so don't sacrifice Italians by including them unnecessarily in combats. Leave them for those quiet sectors.

20. There are special units in **Anzio** with useful capabilities:

a) On both sides there are certain units which have a high combat value in relation to their stacking cost. Prime examples are the German Panthers and Tigers.

b) The Allied commandos are very useful invading.

c) The Partisans can pull any number of dirty tricks on the Germans, especially when the Allies invade, late in the game or have an Air Strike.

d) The mountain troops, with their extra mobility in rough terrain and High Appenine, and their extra strength attacking through High Appenine hex-sides. Sometimes they can be very important. There are 3 mountain units which are U.S. or British, and therefore can invade. In areas where rough terrain is close to the invasion zone, these units can be very useful.

Don't risk any of these units in a dangerous situation, if you are making use of their special capabilities. If an ordinary infantry or armored unit could serve just as well, use it.

21. If you have to choose between capturing a position or destroying an enemy division, it would have to be a very important position indeed to dissuade me from doing the latter.

22. **Anzio** is a game which is tremendously influenced by the temperament of the players. It would probably be more fun to watch flowers grow than for two very cautious players to play **Anzio**. Know your opponent. Don't be timid. Few games reward intelligent daring and aggressiveness or penalize timidity, more than Anzio. Tenacity also pays. Most players are ready to quit if an invasion aborts, or they lose a key division or two. That's all right, but you could still have won the game. If you are determined to win, the Anzio Campaign Game is aptly named. It's an entire campaign, and there will be many battles.

23. Someone once wrote about **Stalingrad** that if you are losing, attack all along the front at the best odds available, rather than just give up. What have you got to lose? There is a similar desperate manuever in **Anzio** that has a much better chance to succeed. I have never seen a situation where the Germans could use this, although in theory there is no reason why not. I have seen the Allies turn near-defeat into victory more than once, always in a beach-head situation. If the Germans

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SECTION I

1. _____   9. _____
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5. _____   ☐ 3 – 5
6. _____   ☐ 6 or more
7. _____   13. _____
8. _____   14. ☐ $3
9. _____   ☐ $5
            ☐ $7
SECTION II   15. ☐ none
1. _____   ☐ 1
2. _____   ☐ 2
3. _____   ☐ 3
4. _____   ☐ 4+
5. _____   **SECTION III**
6. _____   1. ☐   8. ☐
7. ☐ APBA ☐ Negamco   2. ☐   9. ☐
    ☐ BLM ☐ Statis-Pro   3. ☐   10. ☐
    ☐ Sports Illustrated ☐ PGI   4. ☐   11. ☐
8. ☐ Midway ☐ 1914   5. ☐   12. ☐
    ☐ Panzerblitz ☐ Stalingrad   6. ☐   13. ☐
                    7. ☐   14. ☐

AVALON HILL   **Vol. 10, No. 5**

ATTACKING UNITS	DEFENDING UNITS	BATTLE ORDER	ODDS

____ I am the German player
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Record any attacks you wish to make on the chart below. If your move leaves any units on the portion of the mapboard shown above be sure to note their position in the appropriate hexes.

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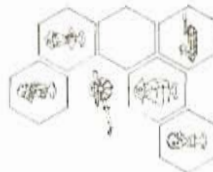
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are pressing you back to the sea, often to do so they must leave at least one point weakly held, sometimes just with an ersatz counter. Hit that one point with every unit that can be stacked against it, even if by so doing you leave your front wide open! You have a good chance to get enough extra movement by AV–II so that you can redeploy right back again to defense positions. Moreover, in such a situation you can advance right into enemy ZOC, perhaps forcing their withdrawal next time.

Isn't this a very gimmicky move? The move is, the results are not. One of the most unrealistic aspects of many wargames old and new is their lack of comprehensive Automatic Victory rules that prevent one weak unit from performing a role it never would be expected to in real warfare. I don't say that weak units aren't used, but they never could do what they can in **Stalingrad**, for example. The net result of situations such as that described above is to prevent the use of weak units in an unrealistic way, and that *is* realistic.

24. As discussed above, the ability to advance after combat into attacking positions can be a potent weapon, but you do not have to attack just because you advance. It's awfully tempting to keep rolling, but if the odds no longer favor you, think twice before you press your luck. Just your advance may be problem enough for the enemy.

If I may be permitted a personal word, I own 150 wargames, and 10% of them are copies of Anzio, about five of which are in continual use. After scores of Anzio games, I can honestly say that no two have ever been the same; I learned something new from each one, and am still truly startled by the battles that develop. So this list of tactical tips should grow in the years to come.

★ ★ ★ ★ ★

BREAKING PAR   *Continued from page 16*

"intelligence.") Or, you may have your own method, other than the card illustrated. In any event, separate the airplanes from that tangle on the ACC if you want to know them as entities.

PAR for AACC aircraft		FOK/d8	82
		SST/d4	80
NIEU/27	72	ROL/d4b	70
SVA/5	70	* HAN/c13a	50
* BR/f2a	60	* HAN/c13	54
* SAL/2a2	56	* LVG/c6	54
NIEU/24	54	* ALB/c7	52
* FE/8	38	* DFW/c5	52
BR/bull	30	* RUM/c5	52
* MAR/g102	28	* RUM/c4	50
AV/504	24	FOK/d3	46
VICK/fb5	20	* LVG/c5	46
* SOP/Tab	16	* AEG/c4	44
VOI/13.50	14	* AVK/c2	42
* two—seater		FOK/e4	38
		* ALB/cl	30
FOK/d7a	88	* AVK/cl	28
PFAL/d12	84		

If you're using the PAR factor to make new situations, you can use it as a handicap or as a means of making a fairly even (within 10 points) match. If you use it in recon, bombing, strafing, or spotting missions, try to give the defending player at least a PAR-10 margin over the aggressor. Sure, you can draw up situations where your opponent gets an inferior airplane (as often happened in real life — look at Richthofen's body-count list), but don't try to claim a victory when you were shooting 30 over PAR!

DESIGN ANALYSIS

PzKw VIa
AB S 3.2" 12
AB F 4.0" 12
GPres 14
GUN 88mm/L56   Eff Rng 3000m
AMMO 92   PEN 4.9"   2 MG 34
15 A 12
8   Wt 60.5t   HPWt 11.6

BEHIND THE LUFTWAFFE AERIAL COMBAT TABLE

Lou Zocchi is probably the father of modern air warfare games as we know them today. The groundwork he laid in designing 3 earlier, now out of print, air games was the major factor in our publication of LUFTWAFFE. Lou takes over the Design Analysis chores this month to give you an in-depth view of what goes into a Combat Results Table; a study made more interesting by the application of tactical doctrine to a strategic level game.

GAME DESIGN CREDITS: ALI EN SPACE, BATTLE OF BRITAIN, FLYING TIGERS, HARDTACK, LUFTWAFFE, MINUTEMAN, TWELVE O'CLOCK HIGH.

Although aerial combat results table in the Luftwaffe game appears to be a collection of randomly selected numbers, it is the essence of a number of related studies. On page 3 of the designers notes, I explained that the table shows what happens when an aircraft fires one burst. When fighting superior opponents, players subtract points from the die roll to simulate the difficulty an inferior plane has trying to achieve a good shooting position. When fighting an inferior aircraft, the shooting position is more easily attained but this does not increase the number of bullets fired during a single burst. So you get the full value of each die roll, but add nothing to the rolled numbers, even though you had to deduct from them when shooting from an inferior plane.

To understand where those CRT numbers come from, let's look at where and how damage is inflicted and how much damage a plane suffers before destruction.

According to "RIFLES & MACHINE GUNS", "A MODERN HANDBOOK ON INFANTRY AND AIRCRAFT ARMS", "GERMAN MILITARY AIRCRAFT OF THE SECOND WORLD WAR", and other sources, the machine-guns mounted in aircraft wings average one round in six on target when firing at a relatively stationary, 25 square meters target at 200 meters.

At least 5 rounds out of 6 miss their mark during a typical burst. Since the parameter above assumes that the target is relatively stationary, (a situation rarely encountered during air to air combat) you can see that allowing 1/6th of all bullets fired to hit on the combat results table would be overly generous. But even the single

bullet which hits is not always effective. The following information shows that much depends upon where those bullets go.

Generally speaking, bullets strike the body of an aircraft in direct proportion to the amount of surface exposed during the attack. From head on, the engine presents the largest and easiest target area while the wings are the smallest. Attacking from behind puts few rounds into the engine but many into the body. Attacking from above is almost the same as attacking from below because most of the rounds hit the wings and a smaller number go through the body. A side attack causes more body hits than wing hits. The size of the target affects the number of hits taken and the design of the plane determines in large measure the number of hits it can survive.

A number of private and military studies indicate that damage can be classified into three categories:

CATEGORY I includes pilot and gunner cabins, controls and vital equipment in wings and fuselage. This is generally estimated to be 2/3rds of the wing fuselage area of the plane. When struck by a 50 caliber bullet, every twelfth penetration (8½) generally causes damage. One instance of damage in this area has a 16% chance of killing or injuring nearby crew members and a 2% chance of starting a fire.

CATEGORY II includes the oil and gas tanks. They average 1/3rd of the wing fuselage area of the plane and are generally damaged by every third (33%) 50 caliber bullet which penetrates. Each instance of damage causes fuel loss and 50% of the time will start fires.

CATEGORY III is the engine or engines of the plane. One out of 3 penetrations (33%) causes critical damage. Such damage could stop engines and 16% of the time will start fires.

Explosions are most likely when category II or III areas are damaged. One case in six causes an explosion in category II while only one case in fifty (2%) causes an explosion in category III.

To provide a better understanding of the information expressed in the former statements, I've restated the facts in a graphic format which follows.

There are many recorded instances when a damaged aircraft has been able to continue combat effectively. There are even a few recorded

	CATEGORY	Rounds Fired	No. likely to hit	No. of Target penetration	No. of hits causing damage	RESULT	
B-17 3	I	72	1 of 6	12	1	Damage caused	B-24 3
Spitfire 3 6	I	3600	1 of 6	600	50	Fire started	P-38 2 7
	II	18	1 of 6	3	1	Damage caused	
	II	36	1 of 6	6	2	Fire started	
	II	108	1 of 6	18	6	EXPLOSION	
P-51 4 7	III	18	1 of 6	3	1	Damage caused	P-47 3 7
	III	108	1 of 6	18	6	Fire started	
	III	900	1 of 6	150	50	EXPLOSION	

instances where a burning aircraft has been able to continue combat. I can find no instances where an aircraft has continued combat after exploding. It therefore seemed logical to assume that the situation which required the least number of bullets to achieve an explosion would be the safest example upon which a fire power chart could be calculated. Since the smallest number of 50 caliber bullets which can cause an explosion is 108 in category II, the number 108 became very significant because it also caused fires in category III.

Because the formulas given in standard cases assumed that the damaging bullets were all 50 caliber, the firepower of every aircraft in the game had to be translated into something which would equate their true destructive abilities, as expressed in 50 caliber bullets. Since a 30 caliber bullet is only 3/5ths the size of a 50 caliber bullet, it is only 3/5ths as effective when only its outside diameter is considered. 100 thirty caliber bullets cause about the same amount of damage as 60 fifty caliber bullets. A 20mm shell is the equivalent of 1½ fifty caliber rounds if only its outside diameter is considered. However, the greater mass, penetrating power and explosiveness of the 20mm shell entitles it to a higher rating than its outside diameter indicates.

In addition to caliber sizes, the differing rates of fire for each weapon had to considered if a true firepower picture was to be obtained. Another complication to be surmounted was the change in weaponry as the war progressed.

Rapid fire weapons are best for fighter to fighter combat because the shooter can put more bullets into more spaces and increase his chances for hits. While a bomber may be held in the gunsights for one or two seconds, the smaller, more maneuverable fighter moving at twice bomber speeds is rarely held for more than a second. During that second the 20mm cannon would give you only 5 chances to hit the target while a 30 caliber machinegun would give you 13! The R.A.F. defeated Luftwaffe fighters during the Battle of Britain because their armament was suited for fighter to fighter combat. The R.A.F. fighters were spitting out 104 thirty caliber rounds per second while their German opponents fired only 31 projectiles in the same time period. While the impact of a full German burst was more effective than that of an R.A.F. fighter, a target rarely received the full burst.

In the later stages of the Battle of Britain, when few fighters were being encountered, the R.A.F. switched over from eight 30 caliber guns per fighter to 4 twenty millimeter cannons per plane. A few big hits on bombers are more effective than many small hits.

As the menace of the American bombardment effort mounted, the Germans switched from small caliber fast firing anti-fighter weapons to heavier caliber anti-bomber cannons.

While allied armament remained fairly consistent throughout the war, the Germans continued to upgrade and increase their weapon calibers and rates of fire. Rapid advances in German weapon technology during the last stages of the war complicated the firepower picture. I resolved the situation by freezing the game at "TYPICAL" points. In other words, the P-51 began the war with only 4 fifty caliber machine guns but later carried 6. In our game, it is assumed to be carrying 6 since this is the most common configuration. Page 20 of the Campaign Briefing Manual describes the armament which I

felt was most often used by each aircraft in the game.

Wt. 15 lb., 2 oz.   Length 42½"
Cartridge 7.92 x 57mm Mauser

German Mg15 — The MG15 was used by the Luftwaffe from 1932 to 1943. It was the standard German aircraft machinegun until 1939 when the MG81 was introduced. It was used in aircraft as both a fixed mount and free traverse gun. The MG15 was gas assisted, air cooled. As an aircraft gun it was belt fed, firing 1000 to 1100 rounds per minute. For small arms use it was equipped with a saddle type magazine (75 round capacity).

German MG81 — The MG81 was introduced in 1939 and replaced the MG15 in the following aircraft: Bola 81Z, JU88, ME110, FW190. The MG81 was used by the Luftwaffe as a free traverse and fixed mount gun. The MG81 was equipped with a muzzle booster, and was the first German twin mounted machinegun. The MG81 was capable of firing a pattern when used as a twin mount.

Rate of Fire 1200 rounds per minute
Cartridge 7.92 x 57mm Mauser

FIREPOWER OUTPUT EXPRESSED IN 50 CALIBER SHELLS

AMERICAN		GERMAN		
A-20	1066	He	162	4330
A-26	2133	Me	163	4330
B-25	2133	De	520	3612
B-26	2133	Ta	152	5237
B-17	4266	Ju	88	6144
B-24	4266	Me	109	7088
P-39	4893	Me	110	7402
P-38	5653	Me	262	8660
P-40	6400	Fw	190	8624
P-51	6400	Do	217	9984
Spitfire	7180	He	219	10002
P-47	8533	Me	410	11696

Each American counter represents 75 planes when at ½ strength and 150 planes when at full strength. Because 108 fifty caliber bullets are required to destroy one aircraft, 8100 fifty caliber bullets are needed to destroy the 75 American planes we refer to as one factor.

German counters were figured to average 160 planes each although many had only 120. The reason for the overage is that a number of Geschwaders had a fourth gruppen of 40 more fighters. This gruppen was usually a training outfit which further polished the pilots before committing them to combat. However, when unescorted bombers were within range, these training gruppens and anything else which could fly were used.

This brings about a situation wherein the Americans have to score 8640 bullets on target to destroy 80 Germans while the Germans have to score only 8100 to shoot down 75 Americans.

To provide you with a working example of how this was built into the aerial combat table, I'll try to explain why the light American bombers shoot as they do.

I analyzed each bomber design to determine the minimum number of guns an attacker would face when fighting such a formation. Since the A-20 could bring only one gun to bear in its weakest area, its firepower was too insignificant to register on the results table. We would have needed at least 8 of them to shoot down one factor. Since there are only 4 factors of A-20's in the game, they were omitted from the results table.

Each A-26, B-25 and B-26 was able to bring at least four 50 caliber guns into play against attackers so their firepower is the equivalent of four guns per plane times 75 planes per factor . . . which works out as 2133 fifty caliber shells per factor. Four factors shooting yield a combined output of 8532 which is less than 8640, and 8640 you'll remember is the minimum number of 50 caliber rounds needed to destroy one factor of German fighters. The American needs at least 5 factors shooting before his firepower exceeds 8640 and has a chance of causing the Germans a loss.

Since there are less than 5 B-25 and A-26 factors in the game, these bombers are not permitted to return fire. There is no way they can generate the volume of fire needed to register on the results table.

Since one bullet out of 6 reaching the target is considered to be optimum accuracy, I had to figure out the consequences of shooting at less than maximum accuracy.

The 6 column of the aerial combat table shows how many factors are destroyed if 1/6th of all bullets fired, hit the target. The 5 column on the combat table shows only 5/6ths of the hits registered in the six column. A die roll of 4 means you'd have to use the 4th column which is only 4/6ths as effective as the 6 column and so on.

The B-26 results table looked something like this before I boiled it down.

Roll 1	Roll 2	Roll 3	Roll 4	Roll 5	Roll 6
355	711	1066	1422	1777	2133

A die roll of 1 meant only 355 bullets hit the target. A die roll of two meant 711 bullets found their mark and so on. If two factors were shooting and rolled a 5, they would each score 1777 hits for a combined total of 3554. Since 3554 hits is less than 8640, the Germans suffered no measurable losses.

You can see how 5 factors of B-26's shooting 2133 bullets into the target will give you the number of hits needed to reach or exceed 8640. But if you had rolled a 5 on the die instead of a 6, your firepower would be 1777 per factor. 5X1777=8885 hits on target which is greater than the minimum 8640 and thereby causing the Germans one combat factor lost.

If you could put 17,280 hits into a German counter, you'd inflict a two factor loss. Each multiple of 8640 causes the Germans to loose another factor.

Since the German has to score only 8100 hits, to destroy an American factor, you may be wondering why all the German planes with a firepower greater than 8100 are not able to kill more American factors. In this situation, I exerted my prerogative as the designer. I believe I

enhanced playbalance by considering the following rationales . . .

1. Not every German Geschwader mustered 160 fighters.
2. Even when 160 fighters were mustered, they were not all equally effective due to training in progress.
3. It takes more hits to down a two engined plane than it does to destroy a single engined plane. A four engined plane can survive more damage than a two engined plane.
4. While some of the German planes had two engines, most were single engined. Many of the American planes were multi-engined.
5. Most American planes were a bit more sturdy than their German counterparts and able to survive more punishment.

In light of these considerations, I decided that the Germans would have to score 8640 hits to destroy one American combat factor. The Fw 190 shoots 8624 per factor which is just short of the required 8640 needed. But the Me 262, Do 217, He 219 and Me 410 fire more than 8640 which is why each of these fighter factors has a chance to destroy an equal number of enemy factors.

In rare circumstances, the Me 410 is allowed to kill more factors than he commits to battle. These circumstances do not occur unless the German saves all his Me 410's from their Rail Road duties and combines them with his regular Air to Air 410's.

I have yet to see a game where this happened, but there is a remote possibility of it happening. If it does happen, the Me 410 is allowed to kill more than it has in combat because of the strength in its rearward shooting 13mm machine-guns.

The forward firepower of the Me 410 is so formidable that rolling a 5 causes just as many losses to the enemy as rolling a 6 until you have 5 or more factors involved. At this point, the two stingers in the tail become measurably effective and are allowed to add their firepower to that already inflicted on the attacking inbound pass. In other words, as the Me 410 retires from its inbound attack, his tail gunner gets in a few choice licks.

I've had many irate letters from fans who claim that the **LUFTWAFFE** results table is a piece of *SCIENCE FICTION* because it allows too much variation between the results of a one and a six on the die. They claim that their games are better balanced and more accurate because they call a roll of one on the die a two. When they roll a six on the die they call it a five. By eliminating the two extreme outcomes called for on the one and six column, they find a more convenient game. This is not what I had in mind when I designed the game, but if doing so gives you pleasure, go ahead. I designed the LUFT-WAFFE game to give you a minimum of bookkeeping and a maximum of action. I was quite surprised to learn that some of you find the game too lively. While I like to think I can keep an open mind to the suggestions made by fellow enthusiasts, I must admit that I was unable to go along with an earlier suggestion which recommended *"BOMBERS SHOULD BE ENTITLED TO TRIPLE THEIR DEFENSIVE FIRES WHEN ENTRENCHED UPON FORTIFIED CLOUDS."*

Breaking Par

by Robert D. Harmon

" . . . To set himself in Glory above his Peers,
He trusted to have equall'd the most High,
If he oppos'd; and with ambitious aim . . .
Rais'd impious War in Heav'n and Battle proud
With vain attempt. Him the Almighty Power
Hurl'd headlong flaming from th' Ethereal Sky
With hideous ruin and combustion down . . . "

— John Milton, Book I, *Paradise Lost*
(1667)

Dawn, an early spring day, 1918. A lone Fokker Dr. I, on patrol over German territory, spots an enemy Spad on the far side of the trenches. The German pilot is confident; he can outmaneuver and outclimb the bulky Spad 13. Sure, he can outdive the flimsy triplane — but sooner or later he'll reach ground level, and see the Dr. I spiraling down after him. Let him come across, if he dares!

But — the Spad doesn't approach. Instead, he starts flying aimlessly back and forth in the distance, as soon as he sees the Boche. Has he lost his nerve? Ah . . . he is climbing. The German keeps pace, knowing that the enemy will have to come across soon enough. Upward they climb, marking time, watching.

Then — the German's engine begins to sputter in the thin air. A look at the altimeter: 6000 meters — operational ceiling. A look at the enemy: 6300m and closing fast! The heavier Allied airplane has cancelled out the triplane's advantages in climb and maneuverability, and can outdive him. Now the enemy can choose the moment to strike from above!

The German pilot chooses the better part of valor; he turns south and vanishes into the morning mist. The field has been abandoned without a shot being fired!

* * *

This is a synoposis of a recent game of "Richtofen's War"; a clear dramatization that, however highly-rated an aircraft may be, adroit use of another plane's advantages will turn the tables.

When you open the box, your aeroplane is one of 34 items on a chart. If you wait until you're aloft to figure out just what your're flying, then your next flight will be to Valhalla on gossamer wings! The key to survival in **Richtofen's War** is to KNOW YOUR AIRCRAFT!

For that reason, I offer the following tactical analyses of each aircraft, complete with ratings for you make-your-own-scenario buffs. An objective rating of the machine is found in the Preliminary Aircraft Readiness (PAR) factor, where each characteristic of the aircraft is graded, and the plane given a final grade on a scale of 100 points. In addition, a subjective discussion of each plane follows.

You will note that maximum altitude does not appear on the PAR chart. That is because: a) that consideration doesn't crop up often, and b) my opponent is not going to make the same mistake twice. But there's more'n one way to skin a Camel, to coin a phrase.

Some overall criticisms apply before discussing individual machines: first, the German penchant for twin Spandaus makes medicore aircraft like the Pfalz and Albatros fighters look good in the ratings, where nimbler Allied aircraft are crippled by insufficient firepower and/or ammo supply.

Don't be thrown off by this — on intercept missions, Allied two-seaters can crowd in close and keep the Huns from using their firepower too often. On the other hand, more than a few Allied aircraft tend to be flimsy, structurally.

ALLIED AIRCRAFT (in descending order):

(PAR 88) — The best Allied fighter available. Outmatched only in climb (by the Dr. I). Foremost of its many advantages is its damage factor. A match for any German aircraft; a good, all-around fighter. Does not appear in any AH scenarios.

(PAR 86) — A fine aircraft. Excellent in all characteristics; chief advantage is its maneuverability — the Camel is the only Allied plane to match the Dr. I.

(PAR 86) — Best of the French designs (the Nieuport-Delage 29 not withstanding). Disadvantages: outmaneuvered by Fokker series; climb not too hot. Advantages: high damage factor, extreme dive rate, high speed. Should not try to dogfight; rather, should keep throttle open and make firing passes rather than dogfight against Fokkers. Make the most of its speed and maneuverability. Equal to any challenge if used right.

(PAR 78) — Roughly comparable to Spad 13. Good in all categories except maneuverability — and firepower; speed and max altitude especially outstanding. The same tactical considerations as for the Spad 13 apply. Capable of taking on any German fighter, if used carefully.

(PAR 76) — Good, although not outstanding, in all categories except maneuverability — only passable there. Strong points: well-armed and fairly durable. A match for anything other than the Fokker D-7.

(PAR 74) — A nimble aircraft, combining Sopwith maneuverability with the speed and firepower of the Spad 13. The Nieuport 28 is weak in damage factor and gravely deficient in dive capacity — takes 2 turns to throttle down from full speed just to be able to dive safely (Eddie Rickenbacker tore all the fabric off the top wing of a Nieuport 28 in a power dive, coming home on one wing and a prayer.) Good for close-in fighting. This machine was used almost solely by the AEF.

(PAR 70) — Best of the two-seaters, and a good fighter in its own right. Two C-class guns (early version), lots of ammo, maneuverable, durable — this two-seater can fight back! Count on the Bristol to get the job done.

(PAR 68) — A good fighter, but hampered by having only one Vickers up front (a deficiency common to most Allied fighters). Can't outmaneuver or outshoot the Fokkers, but is more than a match for anything else in the clinch. Good maneuverability; firepower is dangerously weak. The Sopwith Tripe must maneuver in close and make every shot count.

(PAR 62) — Much inferior to its successor. Damage and speed characteristics are

strong points; firepower and maneuverability dangerous weaknesses. Dive capacity good — get above enemy if at all possible. HD/1 (PAR 58) — Comparable to Spad 7 in performance; good climb/dive capabilities. Weak in firepower and somewhat slow. Doesn't appear in AH scenarios; used by Italians and Belgians mainly.

(PAR 56) — Passable in all categories except firepower. It will manage against any German machines other than the Fokker series. This aircraft was used often in home defense and RNAS carrier squadrons.

(PAR 54) — A fairly durable, but clumsy aircraft. Good damage factor; weak in maneuverability and speed. Undistinguished but workable.

(PAR 52) — Good by 2-seater standards in all categories; best feature is its high damage factor. Reliable and sturdy. DH/4 cannot dogfight without detracting from its misson; should press on unless cornered. This airplane is a bomber, not an oversized fighter like the Brisfit.

(PAR 50) — Somewhat agile, but typically flimsy. OK in most categories; good climb; lousy damage factor. Firepower weak in punch and ammo. This plane must kill quick or suffer. Used widely by British as well as French.

(PAR 42) — Fairly good as a 2-seater — damage and rear firepower make it good in defensive situations. Weak firepower in front; undistinguished in most other respects.

(PAR 38) — Same comments as for the 1½-Strutter. Maneuverability rather poor but is generally acceptable for most missions.

(PAR 36) — Usable only if Optional Rule firepower is used. Unlike other 2-seaters this plane MUST bring its front gun to bear — too much blind area in back. Maneuverability and fields of fire OK — ammo limited. Speed and damage factors are serious weaknesses. This aircraft generally has to stand and fight.

(PAR 34) — No front gun, clumsy, rather slow. Limited in all respects. Only thing that makes this aircraft acceptable is a fairly high damage factor. IMPORTANT NOTE: The Armstrong-Whitworth Fk.8 was equipped with dual controls. If the pilot is killed or wounded, the observer can take the controls if necessary. This makes the airplane immune to chance shots in that respect.

(PAR 32) — The only French two-seater represented in the game. Slow, fragile, poorly armed. Only decent capability is maneuverability. Will accomplish mission only through evasion. This early plane was supressed by the Salmson 2A2.

(PAR 30) — The worst of the 2-seaters. Slow, hard to maneuver, unable to climb or dive effectively — damage factor is fairly high but offset by airplane's lack of ability to fight or evade. Pathetic.

(PAR 28) — Weak in all categories, flimsy, slow, badly under-armed (came out in '15, to face the Eindekkers; badly outclassed by 1916). Main weaknesses are damage and firepower — can't

dish it out *or* take it. Speed is least of its problems. Fortunately, does not appear in any AH scenarios.

(PAR 26) — Poor in all categories. The only Albatros this plane could take on is the kind with feathers.

* * *

As you may have noticed, the PAR factor is an assessment of each airplane's fighting ability (generally the most important). When two-seaters are present, this consideration is often second to whether the plane can accomplish its mission. Evasion is usually the rule of the day, especially in situations where destroying the target is all that really matters (as in trench strafing and, especially, bombing missions, as well as artillery spotting). But the PAR does provide an indication of how well an aircraft can do when the intercepters strike.

Now for the German aircraft. None of these have the glaring weaknesses common to Allied aircraft, i.e., the flimsy construction and toothless armament common to many of them. But German fighters, notably the Pfalz, Albatros, and Halberstadt series, lose in clumsiness what they make up in dependability and armament.

(PAR 88) — Excellent in every respect, capable of outmaneuvering and outslugging virutally every Allied fighter — and a match for any of them. Does not appear in any scenarios, but was most visible German fighter in 1918. (Note: the Fokker D-7a has the same PAR factor; PAR 88 is the highest factor any **RW** aircraft has attained.)

(PAR 76) — Somewhat overrated; a limited fighter — but highly dangerous in action. Chief weaknesses are limited dive capacity, slow speed, and relatively low damage factor — not good compared to Allied aircraft above PAR 70. But: its firepower and maneuverability make this airplane lethal at close quarters. At its best in the clinch, especially against Spad 13. A menace, if used right.

(PAR 72) — Best of Albatros series; fast and durable. Not nimble — can't even out-maneuver Spad 13. Climb is excellent, dive OK. As a late-model Albatros, the D-5a was called upon to face more agile and powerful Allied fighters. Can fight on their own terms, trade shot for shot.

(PAR 66) — Similar to D-5a, but somewhat inferior in climb and speed capabilities. Against more agile — or faster — Allied fighters, the D-5 must take every shot possible, at any range — ammo capacity can take it. This and all other Albatros and Pfalz fighters must rely more and more on superior armament against better Allied aircraft designs — from here on down the list they have to stand and fight if menaced, and make firing runs against anything they are menacing.

(PAR 66) — A little too sturdy — tends to be slow, with poor climb and maneuver factors. Main strengths are dive and damage factors, as well as firepower.

(PAR 64) — Similar to D-5, but weaker than all other Albatros fighters in terms of damage capacity. Has difficulties with dive speed.

(PAR 62) — Similar to D-3a. Climb and max speed even poorer. Undistinguished but passable.

(PAR 60) — 1916 model, and Richthofen's first fighter. Limited capabilities but durable and well-armed; for its time, it was outstanding (against DH/2 and Nieuport 17-type aircraft). Surprisingly, more durable than ALB/d3.

(PAR 52) — Low PAR factor, but highly capable as recon/bomber aircraft. Slow and clumsy; can't run away from interception. But the Roland doesn't have to. The ring-mount (Optional Rules) gives it an excellent defense and its damage factor is the highest in the game. Hard to stop.

(PAR 48) — A little more maneuverable than the Roland, but has none of its firepower or durability. Climb capacity poor. Has slightly more firepower than most Allied 2-seaters.

(PAR 46) — The one German pursuit plane with substandard armament. Also clumsy and slow. Vaguely comparable to the Hanriot 1.

(PAR 40) — Slow and clumsy. Armament and damage factor are strong points. Not a terribly good plane, but somewhat reliable.

* * *

PRELIMINARY AIRCRAFT READINESS RATINGS

Vertical Maneuverability:

Max Dive		plus	Max Speed—Max Dive Speed		plus	Max Climb	
50–150M	1		0–2	0		50m	0
200–250m	2		3–4	−1		100m	1
300–350m	3		5–6	−2		150m	2
400–450m	4					200m	3
500–550m	5					250m	4
						300m	5

Fire Power:

TDT Column		plus	Ammo Supply, each gun		plus	Rear Gun? plus **	
*	2		10–12	0		no	0
D	4		6	−1		yes	2
C	6						
B	8		*no front gun.				
A	10		**optional fire: ROL/c2, 4 pts.				
			FE/2, 2 nts.				

Horizontal Maneuverability:		Speed:		Damage:	
Turn Mode			Max Speed:		Damage Factor:
A	2		6	1 Pt.	6	1 Pt.
B	4		7	2	7	2 Pts.
C	6		8	4	8	3
D	8		9	6	9	4
E	10		10	8	10	5
			11	10	11	6
					12	7
					13	8
					14	9
PAR=(VM+FP+HM+SP+DA)×2					15	10

Armstrong-Whitworth FK.8
Speed: Maximum — 8, Minimum — 3

Max Altitude — 3950m		Damage — 10
Max Climb — 50m		Ammo Supply Front — 0
Max Dive — 200m		Ammo Supply Rear — 10
Max Dive Speed — 5		
Max Overdive Speed — 6		
	Maneuver	Fire/TDT (rear)
note: *dual controls*	A	C

These comments are only brief descriptions; an introduction, if you will. Perhaps the best method of familiarizing yourself with each of the 34 aircraft (or more, if you incorporate the Auxiliary ACC) is to write each aircraft's vital statistics down on a 3x5 card. That way, you can analyze each aircraft singly, or compare it with another. (You will also have a readout on every aircraft your opponent has — warts and all. That's called

SERIES REPLAY
AFRIKA KORPS

The Series Replay which was forecast as being a matchup of the country's best game players in demonstrations of their skills is beginning to look more like a Clinic on how to play.

The Afrika Korps match printed below is the 4th consecutive game in which our neutral commentators have gunned down the participants for flaws in their play. But perhaps that's as it should be. It is an educational adage that students remember their mistakes far longer than correct responses. For some reason, errors stand out far better in our memory processes.

If such is truly the case we should have another great lesson lined up for you as our neutral judge, Robert Beyma takes exception to the prowess displayed below.

AFRIKA KORPS SERIES REPLAY

PARTICIPANTS: Robert Garbisch; (Germans) staff member; Bill Hoyer; (Allies) ex-president of the IFW.

April 1, 1941:

German move:

Have garrisoned Home Base with Savena Infantry and isolated Br. 2/2 S.G. at Bengasi. Attack is unnecessary at this time and too costly in terms of using my only Supply Unit. Whereas by using my slow-moving Italian Infantry units I can continue the isolated seige of Bengasi and be just as effective in eliminating the British unit. I advanced the main Panzer striking force to G-9, in expectation of a British defensive screen along the escarpments running from Tmimi to Mechili and extending inland.

Rommel — G9; 21o5 — G10; 21o104 — G9; 21Recce3 — G4; Ariete — I3; Trenta — K3; Brescia — K4; Pavia — K3; Bologna — K4; Savena — W3; 1S — G9

British move:

The movement of the 21st Panzer along the Coast Road to the Northern escarpments is interesting. Obviously, the Italian infantry and Ariete did not use the Rommel bonus; I wonder why? I find the 21st Recce unit being employed near Benghasi to be a strange move.

April 1, 1941
4IX5 — At Sea; 4IX7 — At Sea; 4IX-11 — At Sea; Po1XCar — HB; 7AX1 — At Sea; 7AX2 — At Sea; 22GDS — G18; 9AX20 — M20; 7X31M — K18; 2o3 — H17; 2o2SG — Bengasi; 1S — Tobruch

Third party commentary:

The German player seems to be isolating Benghasi the hard way. 2/2 S.G. could still move out to G-2 and block the road at H-3. The employment of the mobile 21st Panzer division so far north is somewhat weak.

The British player has gone into a standard screening defense west of Tobruch. The POL infantry unit really is not needed to garrison the home base, a supply unit will work just as well.

April 2, 1941:

German:

Second Supply Unit arrives. It's too early to risk a breakthrough attack on the British escarpment defenses. Instead, two strong pincer forces have been manuevered into threatening positions. Hopefully, this will cause the British forward units to fall back in defense of the Tobruk area.

Rommel — J3; 21o5 — 021; 21o104 — 021; 21Recce3 — E11; Ariete — C11; Trenta — C11; Brescia — H3; Pavia — C11; Bologna — I3; Savena — W3; 1S — 021; 2S — H4

British:

Bah, too many supplies. Well, the 7th Australian division should be able to tie up some units for a while, maybe even cause him to use a supply unit, but I doubt it. 7A/1 also closes the coast road to the Italians Standard defense deployed around Tobruch.

April 2, 1941
4IX5 — K36; 4IX7 — K36; 4IX-11 — K36; Po1XCar — HB; 7A1 — G18; 7A2 — L19; 22 GDS — H25; 9AX20 — H25; 7X31 Mot — H26; 2o3 — Tob; 2o2SG — Benghasi; 1S — Tobruch; 2S — HB

Third party:

The Germans did a sloppy job isolating Benghasi. The 2/2 S.G. could have moved to G-2 and attacked at 1-3 and have a retreat route. But the British player missed it.

P-22 is a better square than O-21 for a Southern threat because O-21 can be blocked from one square (N-22).

The opening German move is far from standard. Although the 2/2SG has been isolated in Bengasi, the Germans have gone about it in an inefficient manner. Proper use of the Rommel bonus would have enabled Ariete and Bologna to carry out the isolation alone, releasing the 21st Panzer for a faster eastward trip across the desert.
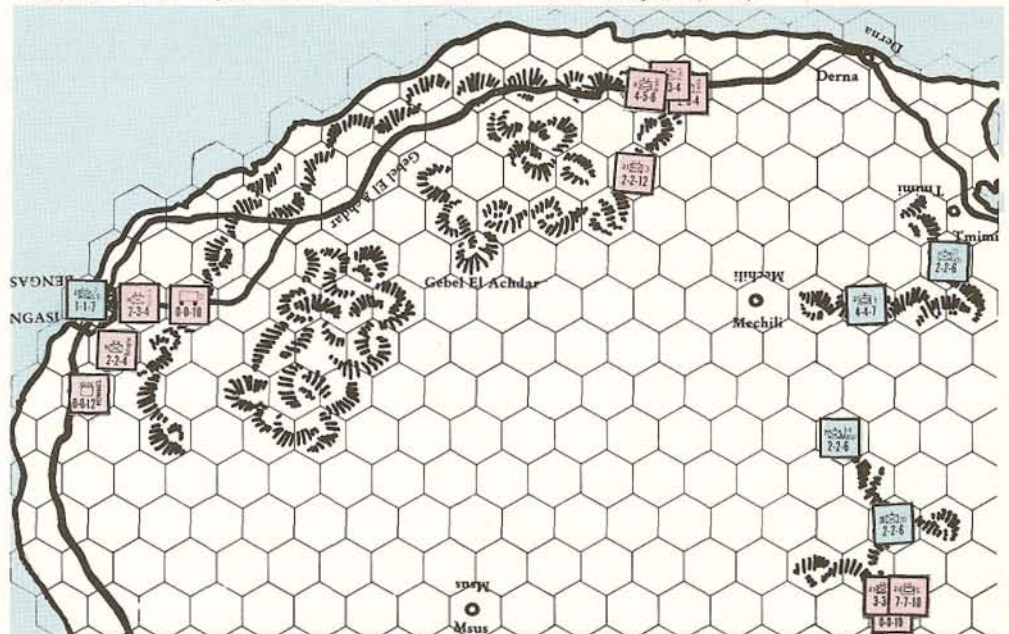
Although he has forced the British back to the escarpments behind Mechili and is flanking the British defenses to the south the German 2nd move is lethargic and contains a major error. The German has allowed the 2/2SG to escape isolation in Bengasi via a 1-3 attack on Brescia. Only the failure of the British player to grasp this opportunity has saved the German from an embarrassing situation.

The British player withdrew prematurely. The escarpments west of Tobruch can be held until the arrival of the 15th Panzer division. 7A/2 is being needlessly sacrificed. The British player is playing rather conservatively.

May 1, 1941:

Germans:

Third Supply Unit and 15th Panzer Division arrives. There's now a sufficient force to push forth in a more aggressive manner. The forward British defenses have now been weakened to a mere delaying screen. The main British defense is now centered around Tobruch, thereby preventing a quick thrust at capturing Tobruch with the 21st Panzer division. Therefore the elimination of the two weak forward British units became mandatory in order to insure a safe supply line.

Rommel — F18; 21o5 — M20; 21o104 — K18; 21Recce3 — H18; Ariete — F18; Trenta — F18; 15Recce33 — G5; Brescia — C14; Pavia — F18; Bologna — C13; Savena — W3; 15o8 — H4; 15o115 — H4; 1S — J20; 2S — F18; 3S — H4

British:

When will the German supplies stop? Strange that the 15th Panzer went north along the coast road, no sense to it. Halfaya pass is weakly garrisoned but there was not much I could do about it. 4I/11 prevents a decent attack on Tobruch.

May 1, 1941
4IX5 — K36; 41X7 — K36; 41X11 — H25; Po1XCar — At Sea; 22 GDS — Tobruch; 9AX20 — At Sea; 7X31M — Tobruch; 2o3 — Tobruch; 1S — Tobruch; 2S — HB

Third party:

I am beginning to wonder whether the German player realizes that his mobile units can get to Tobruch faster via MSUS than by the coast road. The Germans made a nice, safe attack, there was not much else to do. Note that if the Germans had not attacked they could not have gotten a supply unit next turn.

The British player apparently is planning on a long tough game and is taking no chance with losing Tobruch. The Pole infantry brigade finally got moved out to sea, a little late.

May 2, 1941:

Germans:

It now appears as if the British shall be defending the Tobruch fortress in strength. A weak but still effective buffer has been placed in front of the Tobruch fortress, thereby preventing a concentrated assault on Tobruch. Once this single unit is eliminated, I can construct a close-knit defensive perimeter around Tobruch and restrict any tactical breakout attacks. Once the Halfaya Pass position is cleared my east flank can be easily protected. The possibility may exist for a swift advance onto the Allied Home Base.

Rommel — J27; 21o5 — K35; 21o104 — K35; 21Recce3 — K35; Ariete — H26; Trenta — I26; 15Recce33 — J26; Brescia — G23; Pavia — I26; Bologna — J26; Savena — W3; 15o8 — G21; 15o115 — G21; 1S — I3; 2S — K30; 3S — G21

British:

A German supply unit was finally sunk. I really should not have moved the Poles and 9A/20 out to sea last turn. Thank heavens it was not a colossal mistake. I have a chance if supplies continue to be sunk.

May 2, 1941
4IX5 — J37; Po1XCar — L59; 22 GDS — Tobruch; 9AX20 — L59; 7X31M — Tobruch; 2o3 — Tobruch; 1S — Tobruch; 2S — HB
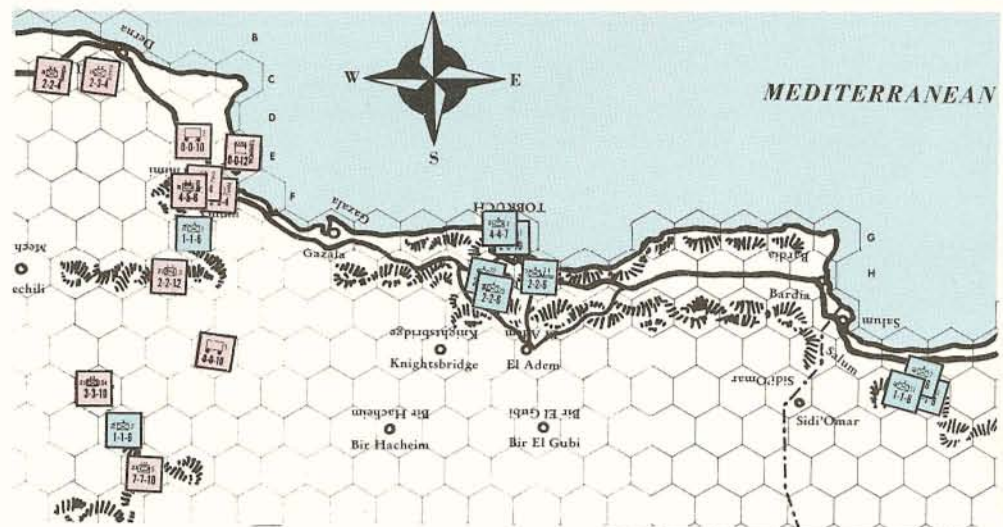
By May the British have withdrawn to the heights around Tobruch leaving the 7A units as a sacrificial delay. The British withdrawal was premature leaving the German in a good situation despite two less than perfect opening moves.

Third party:

The German player made some sound attacks, clearing the approach to Tobruch and the Halfaya Pass.

There seems to be an underlying current of caution and pessimism shown by both sides. The German player is worried about a defensive perimeter and protecting his east flank. The British player is worried about moving a piece out to sea being a colossal mistake and about just hanging on.

Both players are in reasonably good position. The British player perhaps has allowed the Germans to get too much too easily.
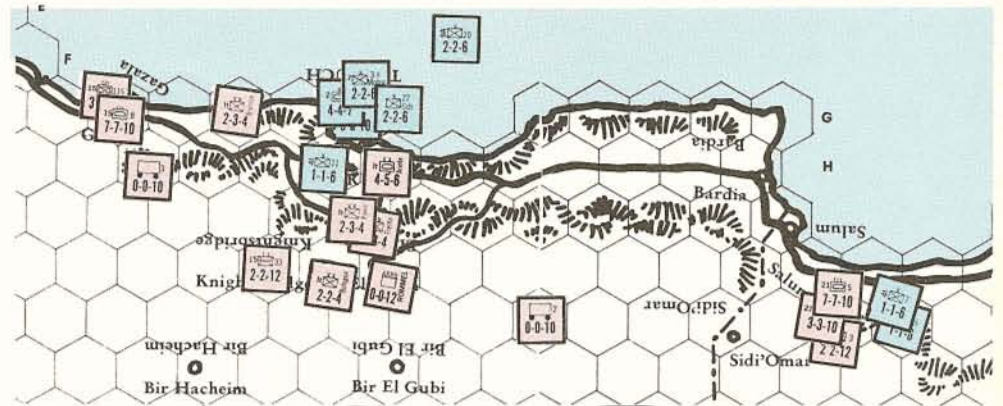
The end of May finds the Germans preparing to lay siege to Tobruch by eliminating the 4I/11. Of more interest and equal importance is the seizure of the pass east of Salum. Note that the German player correctly opted to split his attack into two battles; the heavy elements getting a 5-1 on the 4I/7 while the Recce unit attacks the 4I/5 at 1-1. Many novice players would bunch this together into one 3-1 attack with an expected loss to the attacker of 1.67 factors as opposed to the expected loss of 1.0 factor when using the 1-1.

June 1, 1941:

Germans:

With the added pressure of more British units arriving and the inconvenience of a long, time-consuming, and not always reliable supply line, it has become imperative that I assault the Tobruch fortress with no more delay. Although the risk of an A-elim (2-1 odds) does exist, I am counting on Lady Luck to see me through this time. If an exchange occurs, I will still have sufficiently strong units to continue the struggle with my British opponent. With A-back 2, it will delay me in my offensive time schedule. A disasterous A-elim will spell the effective finish of the D.A.K. However, if I am able to eliminate the British defenders then I will have gained a very valuable asset in continuing my offensive. To delay the elimination of the Tobruch defenders will only place me in a precarious two front position, between Tobruch itself and the arriving British units from their Home Base.

Rommel — F19; 21o5 — H26; 21o104 — H26; 21Recce3 — H56; Ariete — G24; Trenta — K36; 15Recce33 — H25; Brescia — H24; Pavia — G24; Bologna — G24; Savena — W3; 15o8 — H25; 15o115 — H25; 1S — F19; 2S — K36; 3S — H24

British:

I really did not expect that 2-1 on Tobruch. At least another supply was sunk but then there's the captured one in Tobruch. I can do nothing but conserve strength, fall back to El Alamein and get killed.

June 1, 1941
4IX5 — K51; Po1XCar — N59; 7o4 — K58; 7o7SG — P62; 7o7 — P60; 7X4SAM — O61; 41X23 — L60; 9AX20 — L49, 2S — HB

Third party:

The Germans made a risky attack and got away with it. They should have an easy game from here on in. A brief analysis of the 2-1 attack follows.

A roll of 1 or 3, a 33% chance, and the Germans are in great shape and should win. A roll of 6 and the Germans have lost the game. A roll of 4, attacker back 2, hurts the Germans. They use a supply unit, waste a turn, and the British can reinforce Tobruch. In this attack an A-back 2 could be potentially dangerous due to the poor placement of Brescia. The British could retreat the Panzers in such a way that they could

MEDITERRANEAN SEA

Third party:

The Germans made some rather conservative attacks this turn. He could have picked up 4 or 5 British factors. The British are throwing away units. His days are numbered.
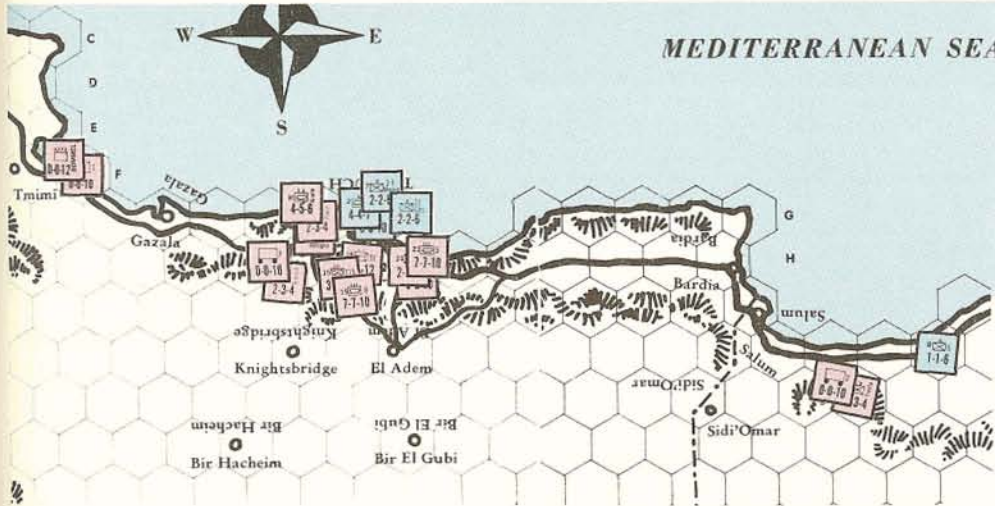
June finds the 15th Panzer division arriving on the scene in time for the biggest German crap game seen in a long time. By putting all his hopes on a 2-1 attack on Tobruch the German is allowing the game to play him, rather than he the game. Such reliance on luck is more reminiscent of Monopoly than a wargame. A 6 and the game ends here. Any result other than a 1 or 2 and the game should end in a British win. The German had smooth sailing to Alexandria and his refusal to take the coast road and the conservative approach smacks of a definite lack of faith in his own ability.

July finds the Germans following a proper course of action, making guaranteed attacks on the delay units while massing his heavy mobile units on the escarpments, forcing the British to withdraw to El Alamein or face encirclement on the next turn. The British should be gambling at this point rather than giving up delaying units. They can not afford to sacrifice factors at this stage.

get out of Tobruch, capture some supply units, and surround a good portion of the Axis forces. A better placement for Brescia would be I-26. An exchange, a 33% chance, would capture Tobruch but would decimate the Axis forces. The Axis would be incapable of major offensive operations the rest of the year. The British would enjoy a significant numerical superiority especially after November and should win the game. In summary, I think the odds were 2-1 against the German player and that the risk really was not necessary at this stage of the game.

The decision to attack Tobruch or proceed on to Alexandria is always a major one in **Afrika Korps.** Unless Tobruch can be taken fairly easily I personally feel that it is better to go for the British home base. With average supplies a good player can get mighty close by November. You should be able to kill 10-20 British factors at virtually no loss to yourself. This will leave the Germans with a tremendous tactical advantage. At worst, the Germans can always withdraw to Tobruch, and if the situation warrants it, attack Tobruch at 1-1 or 2-1. An exchange at this point might even be a victory for the Germans. Now on with the game.

June 2, 1941:

Germans:

Supply units continue to be sunk. However, Tobruch has fallen and with no serious losses to the D.A.K. With Tobruch now in Axis control, I can advance onto the Allied home base in a very bold and threatening style.

Rommel — I40; 21o5 — K46; 21o104 — K46; 21Recce3 — I46; Ariete — I42; Trenta — I46; 15Recce33 — I46; Brescia — I39; Pavia — I40; Bologna — G25; Savena — W3; 15o8 — J46; 15o115 — J46; 1S — I40; 2S — K46; C4S — J46

British:

I am trying something new. He can get AV's on 4I/5 and 4I/23 but then he must stop unless he wants to try poor odds attacks on the stacked units directly behind. Since everything is north of the escarpment it is safe for this turn. I will do this again but must conserve units to last to November. Maybe he will waste supply, maybe not. I must chance it. The German player should have moved something onto the escarpment just in case for a flanking move.

June 2, 1941
41X5 — J48; Po1XCar — L49; 7o4 — J49; 7o7SG — J49; 7o7 — L49; 7X4SAM — J49; 41X23 — L48; 9AX20 — L49; 2S — HB

Third party:

The German player should have moved some units onto the escarpment. The British came up with a screen defense but the Germans are strong enough to maul 4 or 5 factors. The British player should be pulling back to El Alamein and thinking about a couple 1-1's if the Germans keep getting supplies.

July 1, 1941:

Germans:

Encountering stronger resistance than expected around the Matruh area. Sending out a powerful flanking threat along the escarpments while maintaining frontal pressure on the forward British defensive buffer. I hope to turn the Matruh defenses into a British withdrawal. Because now the British commander will be confronted with the choice of either counter-attacking or pulling back to a more defendable position.

July 1, 1941
Rommel — L46; 21o5 — L46; 21o104 — K47; 21Recce3 — L46; Ariete — J47; Trenta — J47; 15Recce33 — L46; Brescia — J47; Pavia — K47; Bologna — G25; Savena — At Sea; 15o8 — L45; 15o115 — K47; 1S — L45; 2S — L46; 3S — I43; 4CS — L45

British:

Space is running out unless he makes some horrendous mistake. All appears lost.

July 2, 1941:

Germans:

The southern flanking threat has apparently convinced the British to withdraw from the Mahruh area. I am surprised that a stiffer defense was not attempted, because my forces were easily bottle-necked in the escarpment narrows near Mahruh. Now that Mahruh and Fuka are in Axis control, and El Daba is being contested, the British are definitely pressured into a very confining corner. British resistance should be quite a tactical challenge now that their backs are up against a wall.

My five Automatic Victory attacks were conducted as follows:
15/33 Recce moved south of the escarpment ridge then wheeled northwest to engage the 7/4S.A. Motor. The Trenta and Brescia Divisions then moved into the attack to create a 6-1 surrounded AV. With the 7/4S.A. Motor's ZOC now nullified, the Ariete division goes into a frontal assault while the Pavia division overruns the 7/4S.A. Motor to engage the Polish Carpathian Brigade in a 6-1 surrounded AV. With the British Matruh's ZOC being nullified the 21/3 Recce, 15/115, and 21/104 Panzer-Grenadier units pass in-between the two surrounded British defenders to attack the 50/150 at a 8-1 AV. This unit and the next two units to be attacked are a

The successful German attack on Tobruch has turned this game into a die rolling contest. For the British to win at this stage they must gamble with low odds attacks and hope for careless German mistakes and bad luck. The German need only mop up in a conservative manner and avoid mistakes. Perhaps this is the reason for his over cautious move here.

part of the British lines defending in front of the El Alamein area. The 21/5 Panzer overruns the 7/4S.A. Motor and advances to engage the 50/69 at a 7-1 AV. In the same series of actions, Rommel leads the 15/8 Panzer in an attack on the 50/6S.A. Motor, a 7-1 AV.

The British have now suffered heavy losses at no cost to the D.A.K. Some supplies have been lost but were not damaging to my offensive plans. With a little more luck I expect to be in control of the British home base by November.

July 2, 1941
Rommel — P57; 21o5 — N56; 21o104 — K55; 21Recce3 — K55; Ariete — I48; Trenta — K48; 15Recce33 — M50; Brescia — K48; Pavia — K50; Bologna — G25; Savena — I38; 15o8 — P57; 15o115 — K55; 1S — N56; 2S — M52; 4CS — P57.

British:

I guess the time has come to tender my surrender, there is nothing else to do. You played well. I can only reflect on my mistakes and my underestimation of your intentions. This last turn I should not have let all five factors get killed.

Third party:

The German player went right after the British and cleaned up the 5 units given to him. I believe that the British player gave up too soon. He had a chance to pull things out with a desperate counterattack. He could have moved 2SA/7 to N-55 and gotten two 1-1 surrounded attacks against the two 7-7-10's. Two victories here, a 1/9th chance, and the British are still in the game. Also, the 2 remaining German supply units would be eliminated. There is not much excuse for going down without a fight.

Aftermath:

The British have surrendered. In all honesty, I just could not see how anyone could hold out and protect the Allied home base until the arrival of the important British November 1941 reinforcements.

In retrospect, I believe that my unconservative 2-1 assault on the Tobruch fortification and its explosive success was quite unexpected by the British player. His underestimation of my aggressive intentions in conducting such an attack started him on a defensive series of hopeless delay actions.

Third Party Summary:

Both players played a rather conservative game, except for the one 2-1 attack. The tactical execution of moves was adequate but left something to be desired. I felt that the British fell back to Tobruch too quickly. In the final analysis, however, the 2-1 against Tobruch was the decisive play of the game. After winning the 2-1 the Germans just about had it wrapped up. The British player passed up chances for some 1-1 counterattacks late in the game which could have evened things up had he got lucky.

THE LUCK FACTOR

It is difficult to objectively analyze the luck factor in an Afrika Korps game due to the small number of die rolls, their vastly different consequences, and the automatic victory rule. The usual "average" percentage calculations of attacks at varying odds can be misleading, especially in a game as short as this one was.

However, the formula can be applied to tell us something about the effects of Lady Luck in this particular game. We do know for a fact that the Germans should receive an average of 5.35 supply units in an 8 turn game. The fact that the Germans got only 4 does not give the British player much excuse for his defeat. However, there is something to be said for the

good fortune of getting those all-important first two supplies in April and May when they are most needed.

Analyzing the battles themselves is simply a matter of calculating the average losses for 9 automatic victory attacks, two 5–1's, a 2–1, and a 1–1 with their respective factor involvements. Doing this we find that the British player should have given up 14.67 factors instead of his actual losses of 19. Somewhat unlucky but not tremendously so. Taking a look at the German player though we find that his two low odds attacks left him with a loss expectancy of 11.66 factors of which he actually lost nothing. THIS must be considered good fortune.

Anyway you cut it, the game hinges around the 2–1 attack on Tobruch. A different die roll could have very easily caused a different winner. All of which seems to give the impression that **Afrika Korps** is a game of luck coming down to one 50-50 die roll. Perhaps that statement is true given play at this level. However, more expert play would have found the German driving on the British home base and not exposing himself to the ultimate gamble so early in the game. Just because this German player happened to make the right sacrifices to the God of Chance doesn't excuse his technique. The successful way is not always the right way — at least not over the course of only one experience.

There is a thin line between luck and skill in **Afrika Korps**. If played well, it can be the most skillful of all wargames; being the ultimate in maneuver. No other game gives mobility the power it holds in **Afrika Korps**. Here positions are gained by threats and feints, not frontal assaults. An expert player can literally throw the die away as he maneuvers his opponent into a trap. Unfortunately, this was not the level of play we saw here.

The Luck Factor? Obviously, the Germans were courting Lady Luck in this game. However, aside from the 2–1 on Tobruch, the British player can hardly blame his defeat on the die. After all, he never rolled it! Ⓐ Ⓗ
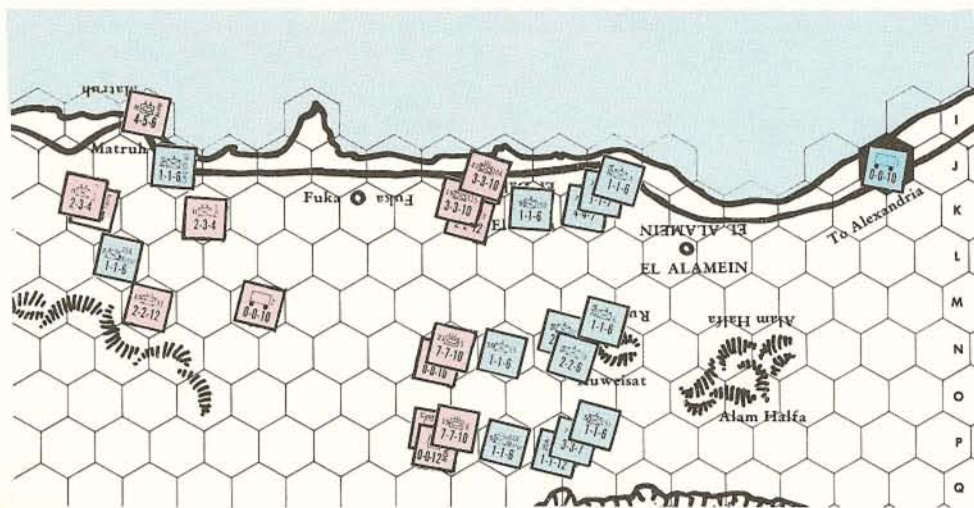
The game ends as the German delivers the coup de grace. One only wonders what took him so long. The British do have some shots at surrounded attacks which should be taken.

Dear AH,

The first thing I'd like to do is say "Thanks" for upgrading the GENERAL as you have done with the past two issues. The magazine has been upgraded in every aspect, from the artwork and vivid coloring now in evidence to the types of articles being presented and most of all the opportunity you have presented to the readers to offer their opinions in the Reader Response card. That is not to say that the readers could not express their opinions before. I simply mean that you have greatly simplified the means by which they may do so. Again, congratulations on the fine improvements you've made.

Now for a bit of criticism concerning the article on D-Day Defended, by Gary Gygax and Rob Kuntz. As readers of the General are aware I have long been against the use of SAC in D-Day simply because I considered the results obtained quite unrealistic and not because it necessarily unbalanced the game in favor of the Allied player. My criticism of the Article lies in the conclusions drawn by the authors and not with the article's commentary on the games played. The statement is made that "D-Day is a well-balanced game *without any alteration in the rules*". From reading the entire article it appears to me that one major alteration has been made in the game and that is that SAC attacks, although still numbering eight for the game, are limited to only one . attack per turn. Such an alteration greatly reduces the Allies chances of getting ashore and staying ashore in heavily defended areas such as LeHavre, Pas DeCalais and North Sea simply because the heavy Panzer units and supporting Infantry cannot be sufficiently reduced or delayed in their counterattack roles. This results in the high odds counterattacks spoken of by Gygax in the article under Game 4. For the sake of illustration I'd like to offer the following attack plan against LeHavre to show that even with a minimum of luck the Allied player can get ashore and stay ashore *and* prevent any high odds counterattacks by the German. This attack is made against the defensive set-up given in the article. SAC Atks: P25 and N24 (These two units compose the primary counterattack strength in the area and will probably be eliminated and most certainly immobilized on their turn) Abn units attack as follows: One 3-3-3 against Dieppe concentration at 1-6; two 3-3-3's atk the 4-4-4 at S29. (These atks provide two important results — the 1-6 provides a "soak-off" atk which allows the Allied Infantry to land on Coastal Square Q28 and attack the two Statics on R29 in conjunction with an Infantry assault from Sea Square Q29. The 1-1 against the 4-4-4 is "rolled" for after the 4-1 against the Statics at R29 and will result in the elimination of the Statics by cutting-off their retreat route. Additionally, if the attack results in an elimination or retreat of the 4-4-4, the location of one 3-3-3 at T30 will result in the blocking of the 5-5-4 in Argentan from the beachhead and will also prevent the 4-4-4 at V34 from reaching its assigned counterattack position at S30. This attack can also result in the destruction of the two LeHavre based statics which should be attacked at 1-2 from Sea Square Q30. Should an exchange or Dback2 be rolled in this attack both Statics will be eliminated and, if the Abn atk against the 4-4-4 is successful the Allied player will find himself in position to move unopposed into LeHavre on turn 2 from which he can launch assaults against the weak German forces that can be brought into the area in and around Argentan. Although this invasion is risky, to say the least, it could well result in a united beachhead from Q38 through LeHavre and would contain a total of 24 Allied factors. It would further leave the German with only Rouen and possibly the 4-4-4 from S29 as a counterattack force. This hardly adds up to a high odds counterattack force.

The point I am trying to make with the above illustration is that without the *two* SAC attacks per turn the German would still be able to mount an excellent counteroffensive from the Dieppe area with either the 6-6-4 or the 7-7-4 (whichever survived the one SAC atk allowed). Since AH has made the rather ridiculous ruling that it is necessary for the Allies to hold the coastal square free of German Zones of Control in order to land reinforcements it would be possible to make the attack plan presented above unfeasible even should the best of luck be with the Allied player in his attacks .

Somehow I was under the impression that D-Day was supposed to be a simulation of the actual conflict. Were this the case we would not now be plagued with such an extremely poor ruling as the one stated above. How it is possible to justify such a ruling I don't know especially in light of history and commonsense. To carry the logic of the ruling one step further it could also be said that the Allies could not land units on any beach square under German Zones of Control during the invasion turn itself. As far as that goes I find it difficult to see how the Allies could even be allowed to attack from a sea square when opposed by a German unit on the coastal square. Considering that the Allies did continue to put reinforcements ashore under the heaviest of German fire and considering the fact that the hexes of the game cover such an immense area which cannot possibly be controlled by the Germans I find it inconceivable that AH could have arrived at such a patently ridiculous conclusion and ruling. This ruling would make an excellent candidate for inclusion in the Carol Burnett skit titled "As the Stomach Turns." Bleah!

Despite the above I still enjoyed the magazines immensely and will continue to subscribe in the future. I'll also continue to ignore such poor rulings as this one since I am certain I find many others who are willing to play the game as historically accurate as possible.

Robert A. Burge
TSgt USAF

In reply to the good T/Sgt, I would first of all point out that no claim as to "historical authenticity" was made, Of late I have pretty well come around to the school which says playability in a game is far more important than realism — how real is any game anyway? It is all make believe as far as historical recreation goes — the challenge is in the competition. Well, enough of that.

At no time was a limit of one SAC attack/turn placed upon the German player during the games we played. There were never two worthwhile targets in the U.S. player's judgement.

The argument that LeHavre could be attacked is not valid, for as Sgt. Burge says: ". . . this invasion is risky, to say the least . . . ." The German has only to defend so as to leave the Allied player nothing but "risky" invasion possibilities from North Sea to Normandy to do well. There is no way to be absolutely impervious. Again, even given the postulated successes at LeHavre, what would the cost in units be to the Allies? What possibility of exploiting the beachhead? Frankly, I believe that the expenditures in SAC attacks, paratroops and other units would make even a successful invasion of LeHavre too costly overall, As I don't claim infallibility (at least today), the possibility of error on our part remains.

My conclusions are by and large as valid as when I orginally penned them. The Allies have an edge in the game, but not a large one,

Gary Gygax
Staff

★★★★★

Dear Sir:

Please advise whether different scenarios of play for Origins of WW II have been drafted by your staff or others. Enclosed is one drafted by myself.

STRONG WEIMAR REPUBLIC

	U.S.	France	Britain	Russia	Germany
Alsace	*	C–3	*	*	*
Austria	NU–2	U–3	U–2	U–1	C–3
Baltics	NC–4	U–1	U–3	C–6	U–3
Britain	NU–2	U–2	*	U–1	U–2
Czech	NU–1	U–1	U–3	U–1	U–2
France	NU–2	*	U–4	U–1	U–3
Germany	NU*2	U–3	U–2	U–1	*
Italy	*	U–1	U–1	*	U–1
Poland	NC–5	U–3	U–4	C–6	C–2
Rhine	NU–2	C–2	U–1	*	C–4
Romania	*	U–2	*	C–4	U–2
Russia	NU–2	U–2	U–1	*	U–3
U.S.	NU–3	U–2	U–4	U–4	U–1

ALLOCATION CHART

TURN	1	2	4	8	6	6
	2	4	8	10	8	10
	3	6	12	12	10	14
	4	8	16	14	12	18
	5	10	20	16	14	22
	6	12	24	18	16	26

Richard Noonan
Lake Ronkonkoma, N.Y.

★★★★★

Dear Sir,

Your decision to publish the article "Is Defense Really Necessary" by Larry Wessels was an insult to your own intelligence. This is the biggest piece of rubbish that I have yet seen in your magazine. I shall not continue to make unfabricated charges, but will now demonstrate why Wessel's Plan is a detriment to the arts of war and wargaming.

1) The placement of the Dutch Army is idiotic. No nation in its right mind would ever place its army in such a location. The piece of real estate it guards is so unimportant it probably didn't even account for more than five minutes work at the offices of the Dutch military planners.

Mr. Wessels justifies his placement by saying "From here the Dutch can be ready to run." This is saying that the Dutch were just waiting to be invaded so they could pack up and race for France. (Absurd beyond reason.) 2) The placing of the Belgian army is just as bad as the Dutch. Mr. Wessels says "the Belgians should forget about saving the homeland." In case no one has told him, the main function of an army is to repel an enemy from it's homeland. Mr. Wessels also says that the Belgians should be ready to run when the German comes. He acts as if the main function of the Belgian and Dutch armies is to run for France at the sight of a German so as to help defend Paris, forgetting about their native countries.

3) The positioning of all Allied armor behind the Maginot Line is just plain stupid, Of course they too must follow Mr. Wessels' pattern and race for Paris at mere mention of the word German. Mr. Wessels forgets that most French industry and resources were in southern France, not in Paris. And because he forgot he also forgets to guard southern France against invasion. Mr. Wessels also states that the Allies will win because

the Germans do not gain points for the capture of territory, however, (in case Mr. Wessels is misinformed) when the Germans crush the rest of France, encircle the Allied armies and pin them into the "Paris pocket" leaving them without means of supply, I think the Germans will have won the war.

In conclusion, Mr. Wessels is one of those wargamers which believes unrealistic situations can happen because the rules say they can. Wargamers like these should not even be considered true wargamers due to their shortsightedness.

Dan Richardson
Duarte, California

★★★★★

Dear Illustrious Sirs:

Until recently, I was considering letting my subscription to the **General** run out. However, this last issue (Vol. 10, No. 1) has convinced me of the error of my ways. I must compliment Mr. Greenwood and all the rest for remolding the General to suit the times.

The cover is improved 200%; and, after all, the cover is what we have to look at when we first get it. I am looking forward to the Series Replay with bated breath. I trust that the somewhat feeble attempt in the last issue is what you said it is and not the real thing. The Reader Response Page is long overdue; my compliments to the genius who finally figured it out. Although the polling is not as refined as it could be, it is better than nothing. The refinement should come with more experience with it. The history articles are refreshing, especially when followed by a strategy or tactics article as was the case with the last issue. The article mix is excellent. Keep up the good work!

The price is unbeatable!

Mark Waliser
Seattle, WA

CONTEST NO. 59
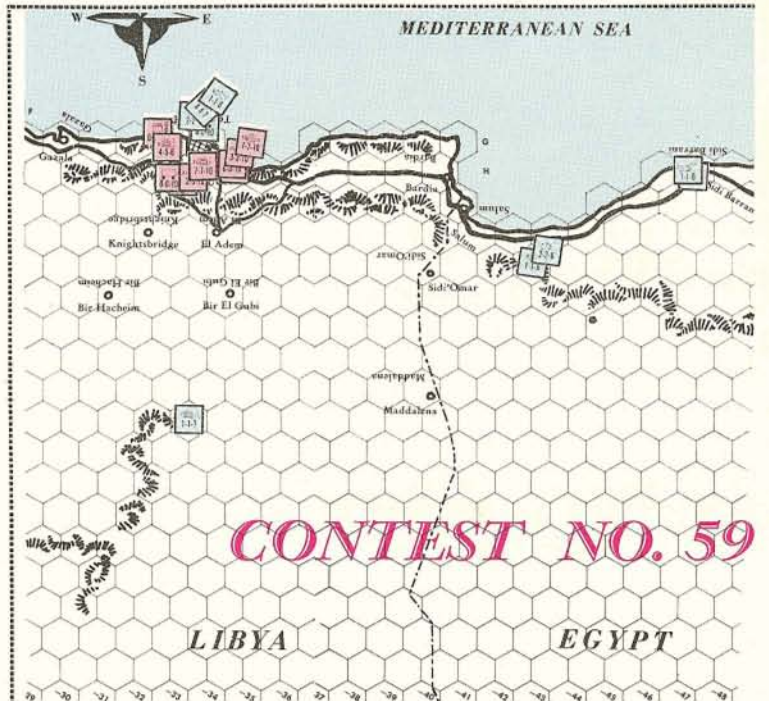
It is the last July, 1941 turn in a game of Afrika Korps. Attention is focused on the escarpments of Tobruch where the Germans are now conducting siege operations in an effort to wear down the defenders. An explosive possibility that can end the game almost immediately now exists for one of the combatants. He can, in one all decisive move, end the game with only proper mopping-up procedures standing between him and certain victory. See if you can discover the opportunity that exists by making the first crucial move with the right side. Remember, your move must lead to certain victory in only a few turns.

GERMAN FORCES: As shown plus Savena at the German Homebase.

   G24 — Rommel, Ariete
   H25 — 2nd Supply, Brescia, 21/5, 21/104
   H26 — 3rd Supply, Pavia, 15/115, 15/8
The most recent German supplies have been sunk. Both Recce units as well as Trenta and Bologna have been eliminated.

ALLIED FORCES: Tobruch — 2nd Supply, 2/3, 7/31Motor, 41/7
   P29 — 7/7S.G.
   K36 — 22GDS, 7A/1
   Sidi Barrani — 7/4SAMotor, 9A/18
   I43 — 3rd Supply, Pol/Carpathian
   Matruh — 41/23
   T24 — 2SARecce7
   Br. HB — 7A/2, 1st Supply, 4th Supply

READER BUYER'S GUIDE

TITLE: MIDWAY   SUBJECT: 1942 SHIP TO SHIP NAVAL BATTLE

MIDWAY fared rather well in the RBG, a fact which reflects a rather pointed increase in its sales of late. Apparently, all the coverage given our premier naval game in recent issues of the GENERAL has renewed interest in this 10 year old favorite.

The MIDWAY review was the 8th in the RBG series and the first one in which a "record" high or low rating wasn't set for one of the categories. MIDWAY appeared to be a "middle of the road" entry faring no better than 2nd, nor worse than 6th in any of the categories among the games polled thus far. Its strongpoints appear to be Excitement Level where it finished second to PANZERBLITZ and Completness of Rules where it was bested only by STALINGRAD's 2.52 rating. It fared the worst in the Mapboard category, probably due to the blandness of a naval mapboard which lacks any real esthetic appeal, being nothing more than a representation of water.

The game did have a cumulative rating of 2.88 which is the best of any flat box game polled thus far. Numerically speaking, the worst rating was for Play Balance; it being the common belief that the game grossly favors the Japanese player. Recent rulings in the GENERAL regarding off-board movement have improved this position but a large discrepancy of opinion regarding the favorite side still exists.

Overall, the game fared very well against your ratings. The only other point of even mild concern being the 3.08 recorded for Realism. The main gripe here probably stems from the game's rather arbitrary system of surface combat which all but eliminates any sense of battleboard maneuver. A sacrifice to playability, surface combat procedures remain the main problem in an otherwise well accepted game.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than a 6 indicates a dire deficiency and should merit either immediate attempts at redesign or dropping from the line. As you can see, what happens to the game after initial release is in large part up to you. If there are dire deficiencies we are relying on the RBG to spot them.

1. Physical Quality	2.75
2. Mapboard	3.12
3. Components	2.56
4. Ease of Understanding	2.78
5. Completeness of Rules	2.90
6. Play Balance	3.66
7. Realism	3.08
8. Excitement Level	2.37
9. Overall Value	2.73
10. Game Length	2 hr., 37 min.

THE QUESTION BOX

ANZIO:

Q. In a stack with other units with a defense factor, can a unit with zero defense be taken as a step loss?
A. Yes, but only after the other units, including inverted counters, have been taken first.

Q. An inverted counter can join in an attack with other units with attack factors. Can a unit with zero attack factor do so?
A. Yes, but only if it has no other alternative but immediate destruction, for example on the second turn of isolation.

Q. When invading, can Allied units use a primary or secondary road through rough terrain, and only count each hex as one movement factor?
A. Yes

Q. When Allied units enter the game, may they immediately enter through any port or beach-head with a port counter?
A. Yes, subject to build up rules, and with the exception that certain units can only enter through Naples and/or the South End, if opened.

Q. What happens if on the turn of construction a port is put in a German zone of control?
A. It is destroyed, not delayed.

Q. Can Allied units which start their turn in any operable port or beach-head invade that turn?
A. No. They must start their turn in Sicily, or in Naples with a port counter.

Q. Can Allied units move directly among opened ports and beach-heads if Naples or Sicily aren't involved?
A. No. They could move in one turn from Anzio to Naples or Sicily, for example. Then the next turn they could move on to Termoli, for instance. Always presuming the ports have counters, or don't need them (South End).

Q. Then can the units which can only enter the game via Naples or the South End move from the South End to Sicily and then on to Anzio, for example?
A. No, because these units are only allowed to enter via the South End and/or Naples. The movement described could only be done by the units which may enter anywhere.

Q. Suppose you want to break down a division which is understrength into regiments, or to recombine understrength regiments into a division, but the counters are not exactly equivalent in strength?
A. You must take the next weakest counter or counters.

Q. The northeast corner of the board is mentioned in the victory conditions. Where is it?
A. The hexes with grid co-ordinates Y-O through Y-13.

Q. Is B14 part of Genoa? Is L57 part of Napoli?
A. No. Each of these cities is only one hex.

Q. Is D25 part of Livorno?
A. Yes, but C25 is the port.

Q. Can Allied units enter from Taranto or Messina directly into Axis zone of control?
A. No

Q. Is Allied armored infantry treated as armor for stacking? For attacking through rough terrain hex sides?
A. Yes to the first. No to the second.

AFRIKA KORPS:

Q. Once and for all, can a unit move from a clear desert area which does not contain any road and proceed up the side of an escarpment onto a road and then continue along that road in the same turn?
A. Yes, but it may not move off the road onto an escarpment square on the same turn. We goofed on this question earlier.

Q. SITUATION — An allied unit is stacked with a supply unit and attacked at 3-1 surrounded. Is the supply captured or eliminated?
A. Captured. The British player could have destroyed the supply unit willingly but only in his turn. NOTE: Although the supply is captured it can not be moved in the turn of capture unless a separate attacking piece was used to capture it that was not involved in any attack.

PANZERBLITZ

Q. Since armored units cannot use the road-movement rate while executing an overrun attack, can they still use the road to go through obstacles such as green-hex sides while still moving at the non-road movement rate?
A. Yes.

READERS RESPONSE

The questions posed below are meant to be a permanent part of your magazine. There is no need to remove this section from the rest of the issue. Elsewhere within the magazine you'll find the Reader's Response page. Among other things, it has a section specially constructed for your answers. We suggest you tear out the Reader Response page so that you can hold it parallel to the questions below while writing out your answers. Detailed instructions on how to fill it out can be found on your answer card.

SECTION I

Name and rate the best three articles in this issue, giving your top choice a 1, second best a 2, etc.

1. _____
2. _____
3. _____

4. On a scale of 1-10 how would you rate this issue? _____
5. Was this your first issue? _____
6. How many years have you subscribed to the GENERAL? _____
7. Would you resubscribe on the basis of this issue? _____
8. Was this issue better than the last one? _____
9. Are you taking advantage of the two for one subscription deal to recommend the magazine to your friends? _____

SECTION II

1. Are you in favor of more game variants with in-magazine components such as Leyte Gulf?
2. How many non-battle adult boardgames do you own?
3. Of those, how many are made by Avalon Hill?
4. What other company's non-battlegames do you own?
5. How many sports games do you own?
6. Given a choice between playability and realism which would you take?

7. Please place a check before any of the following companies whose games you own:

APBA _____   Negamco _____
BLM _____   Statis-Pro _____
Sports Illustrated _____   PGI _____

8. Place a check beside the Series Replay approach you've liked the best thus far:

Midway _____   1914 _____
Panzerblitz _____   Stalingrad _____

9. Do you own either Baseball or Football Strategy?

10. Would you be interested in a Basketball Strategy game?
11. Would you be interested in a Political game?
12. What is the maximum amount of games you would purchase from AH in a year providing enough interesting titles were available?

1 – 2 _____
3 – 5 _____
6 or more _____

13. What is the highest price you'd be willing to pay for a subscription to the GENERAL if the page count went up to 34?

14. What would you be willing to pay for an "add-on" kit to a present game such as PANZER-BLITZ including new scenarios, mapboards, and counters?

$3 _____
$5 _____
$7 _____

15. How many people read your copy of the GENERAL beside yourself?

none   1   2   3   4+

PLAY BALANCE SURVEY: Place an x next to the game in question if you disagree that the stated side has an edge in the play balance department.

1. Gettysburg — North
2. Tactics II — Red
3. D-Day — Germans
4. Waterloo — PAA
5. Stalingrad — Russians
6. Afrika Korps — Germans
7. Midway — Japanese
8. Bulge — Germans
9. Blitzkrieg — Red
10. Luftwaffe — Germans
11. Origins — Germans
12. France 1940 — Germans (majority of scenarios)
13. Richthofen's — Allies
14. Panzerblitz — Russians

AVALON HILL
4517 Harford Road, Baltimore, Md. 21214

When submitting questions to us for answers, please note the following:
1.) Include a stamped, self-addressed envelope. The letters that include one are answered first. Those that do not are answered last; as a result, these letters get back to you at least a week later.
2.) If your question refers to a specific situation, please include a diagram of the situation. It takes a good deal of time to answer the letter otherwise, which will delay your reply.
3.) We wish we could answer technical questions and do research for you, but the large amount of mail we receive prohibits this. We will be glad to answer questions on the play of the game, but we cannot, unfortunately, answer those on technical or historical points nor can we research data for those of you designing your own games.
4.) Keep orders and other mail separate from questions. Separating the items of your letters into different departments takes time and delays your reply.

GUESS WHO'S TRYING TO PLAY ANZIO IN ONE SITTING

DON'T YOU HATE GUYS WHO SAY: "I'M INVINCIBLE" "I WILL STOMP YOU" "ETC." (ESPECIALLY WHEN YOU PLAY THEM BY MAIL, AND THEY REALLY DO STOMP YOU)

OPERATION CRUSADER maintained the undefeated mark of our feature article concept in the reader balloting for the best article in Vol. 10, No. 4 by besting both the Series Replay and Robert Beyma's D-Day article by 62 points in our maximum 600 scoring system. Penned by Robert Garbisch, OPERATION CRUSADER fell 102 points shy of beating the record high of 422 set by Robert Harmon's LEYTE GULF in the previous issue. Scoring is done on a basis of 3 points for a first place vote, 2 for a second, and 1 for a 3rd. 200 ballots are chosen at random to insure that the maximum possible score is 600. The results were:

OPERATION CRUSADER	.320
SERIES REPLAY — STALINGRAD	.258
ANATOMY OF A DEFENSE	.258
ORGANIZED LUFTWAFFE	.105
DESIGN ANALYSIS	.100
BLIND PANZERBLITZ	.99
AVALON HILL PHILOSOPHY	.58
QUESTION BOX	.2

مؤسسة رعاية الشباب

تلفون ٤٤٣٩٢
ص. ب ١٧٩٤
عمان – الاردن

Look for an escalation in the Arab-Israeli conflict in the near future now that Raab J. Hussein of Jordan has taken a liking to Avalon Hill games. Raab, the son of King Hussein of Jordan, is also the Director and main purchaser of the Jordan Youth Organization. Raab started his collection off with purchases of TACTICS II, MIDWAY, BLITZKRIEG, and KRIEGSPIEL. Fortunately for world peace, we do not make a SINAI game. Seriously, Avalon Hill welcomes the Jordan Youth Organization whose seal appears above, to the wonderful realm of simulation gaming. Just one more in the long list of countries taking a serious interest in simulation games.

Baltimoreans interested in picking up a free Avalon Hill game may do so by opening a $200.00 savings account at the Capital Savings & Loan Association located on 421 N. Charles St. The bank stocks 10 different Avalon Hill games as promotional giveaways for new accounts. It's a good way to save money and pick up a free game on the side.

There certainly is no excuse for Saturdays being dull in Baltimore these days! From 10 A.M. to 5 P.M. the Avalon Hill gameroom is open for playtesting, leagues, tournaments, and all around fun at 1501 Guilford Ave., 2nd floor of the Fallsway Building. After hours, many of the members may be shuffling over to the Catonsville Wargame Club which holds its meetings at the Hillcrest Elementary School every Saturday night from 7 to 10:30. Both organizations charge a registration fee of $1. To join the AH gameroom just write Avalon Hill for an application. Those interested in the Catonsville group should contact Neil Topolnicki at 242-7255.

Infiltrator's Report

Pictured above and below are members of the Richthofen Wing complete with hot-off-the press copies of RICHTHOFEN'S WAR. The Richthofen Wing is the same unit originally named after the Red Baron and is one of only three units in the West German Air Force allowed to use a name instead of a number as its official designation. The group is stationed at George AFB in California, learning to fly F-4 Phantoms. When they return to Germany they will act as instructors for the rest of the Wing. Many of the U.S. personnel at George including several wing commanders were equally impressed with the game and like their Geman counterparts were anxious to engage in dogfights — on the ground.

Taking a lesson from the SICL, the P.W.A. (Professional Wargamers Association) has become a corporate body under the laws of the state of Alabama. This guarantees the organization's prize lists. And those prizes are really growing! On March 1, 1974 the PWA will start its World Professional Championship Series. Approximately every two months in 1974 championship tournaments in one of the basic Avalon Hill games will be started. There will be trophies to the first five places in every category but the winner of each division will take home $200.00 to go with his trophy! The tournaments will open with STALINGRAD, and follow with AFRIKA KORPS, WATERLOO, BULGE, PANZERBLITZ and D-DAY in that order. For further information write the PWA at 2313 Wexford Ln., Birmingham, AL 35216.

Our solution to Contest No. 57 which appeared in the last issue, although correct, was not diagramed properly. We inadvertently omitted the Russian 4th Armored Corps from its attack position on Helsinki in conjunction with the 3rd. Without the omitted unit, odds in the Helsinki attack were only 2-1 — a rather risky proposition.

CONTEST NO. 58

QUITE A FEW PEOPLE fell for the "hit the beaches" options we planted in the contest instructions. For experienced players, this was obviously a violation of the invasion rules which prohibits one side from invading a beach just invaded by the other. The key to the contest was found in Blue's failure to take all of the Port hexes in their 3-1 attack on the city. This allowed Red to bring on the 'AT SEA' units through the back door to attack the heart of the invasion force. The Red attacks consisted of the following:

1) The 1/T and 124 inf. Brig. attack Blue 1o4 Brigade at 5-1 AV, thus surrounding Blue Marine divisions.

2) Bringing the 3/T armor around to allow a 5-1 surrounded AV of the Blue 130 Brigade stack. These units would then move into positions after combat to surround the two Blue Marine divisions.

3) The Red 112 Brig soaks off at 1-2 surrounded against the Red Ranger units. Any outcome will leave them surrounded due to the advancing units from the adjacent AV.

4) Three infantry divisions directly assault the two Blue Marine divisions at 1-1 surrounded, with a reasonable chance at D-ELIM and no retreat problems. Even if Red loses this battle, the Marine divisions are still surrounded and forced to counterattack at bad odds.

The First Marine Division, on his turn, can make only minor penetration towards ZZ-48 or head due west. The other two infantry divisions are also restricted in movement options. In short, the invasion is contained and eliminated as an effective strike force.
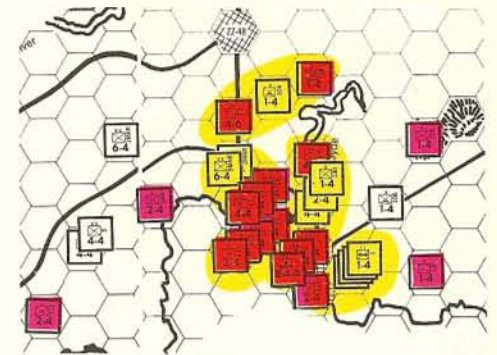
Although no one came up with the correct solution to Contest No. 58 the ones who came closest and were awarded prizes included: R. Reynolds, Houston, TX; L. Bucher, Dallas, TX; K. Gross, Seabrook, TX; S. Goodman, Sunnyvale, CA; M. Robinson, W. Lafayette, IN; C. Hoover, Denver, CO; K. Fung, San Francisco, CA; C. Derry, Akron, OH; W. Rose, Romulus, MI; and O. Hudson, Berkeley, CA.

LOYAL SUBSCRIBER DEAL: We start the new year off right by offering free parts postage on any parts order for pbm kits, boards, boxes, counters, rules, manuals, cards, hex sheets or other miscellaneous items when your order is accompanied by the Loyal Subscriber Deal Star found on the Readers Response Page. Offer is good only for the months of January and February.

OPPONENTS WANTED

Maneuver on an 8½x11 graph paper bubble sheet. Fire without CRT help. PBM Hard Core Bismarck. Send an S.A.S.E. for the rules, pick either side. Richard Cochran, 2914 E. Moreland. Phoenix, AZ 85008, 275-3723.

Average player H.S. age seeks PBM opponents in AK, Bulge, S-Grade, W-Loo. FTF any game. Call or write. Dennis Cook, 1406 Linda Vista Drive, Burmingham, AL 35226, (205) 822-0059.

Gamers of Tucson write! And when you do let me know when and where. Will play Bulge, S-Grad, D-Day, B-Krieg, Midway, Waterloo, Myron Harms, 3800 N. Geronimo, Tucson, AZ 85705, 887-9415.

Wanted: PBM opponent for K-Spiel and Bulge, FTF for K-Spiel, Bulge, P-Blitz, S-Grad, and B-Kreig. Junior High age but fairly good. John Hegstrom, 130 Camino Miramonte, Tucson, AZ 85716, 795-0965.

Wargamers interested in forming a club for the Bakersfield area please contact Garey Ramey (805) 871-1689 or Don Krammer (805) 871-1844 after 6 P.M. Garey Ramey, 2612 Noble Ave, Bakersfield, CA 93306, (805) 871-1689.

FTF in East Bay or S.F. for Stalingrad, B-Krieg and Rich's War (Campaign Game). Steve McGuire, 2545 Hillcpass, Berkeley, CA 94705, 843-2293.

Wanted: PBM opponent for Panzer Blitz, Luftwaffe, Blitzkrieg or Richtofens War. Will pay $2.00 to opponent for half of their PBM kit, I lack one. Rick Reed, 61 Emerald Dr., Danville, CA 94526, 836-4680.

Novice player seeks PBM for P-Blitz and Anzio. Also Midway. If you can supply PBM sheets. Write to Jim Criscione, 11042 E. McGirk, Elmonte, CA 91731, 443-8211.

Games in excellent condition for sale! Anzio, 1914, Blitzkg. and more! Will send COD to you! First come first serve! Robert M. Altar, 17600 Calvert St., Encino, CA 91316, 345-1295.

Novice of 12 wants to buy PBM kit for 1914. Also, will buy low priced Rich's War, Midway Luftwaffe. D-Day. Need FTF opponents on Guam. David Morris, 2248-C Orotel Pt. Rd., Naval Station, Guam, FPO San Francisco, CA 96630, 332-2226.

Average good player age 15 desires FTF opponent. Have P-Blitz, Blitze play other. If not will learn. Spencer Klein, 701 Pueblo, Fullerton, CA 92635, (714) 871-6898.

Blitzkrieg PBM adult expert only. Also P-Blitz, France 1940, R-War, Luftwaffle. Have interesting combo of F-40/Blitz. Melvin Hammer, P.O. Box 381, Gardena, CA 90247.

Wish to purchase Chancellorsville. Must be in good to excellent condition. Will pay $25.00 plus postage, (up to $2.50) write or call. Richard H. Taylor, 309 Via La Paz, Greenbrae, CA 94904. (415) 461-1904.

PBM France-40, B-Krieg, P-Blitz, R-War FTF Midway, Jutland. Multi-player R-War in San Diego area. Harold Gallison 2328 Ruedeanne, LaJolla, CA 92037, 454-1821.

LONG BEACH or nearby wargamers. If you need someone to play your military games with, tell an expert. Will join club. Robert Appleberry, 3440 Val Verde, Long Beach, CA 90808, 430-0883.

Good-Expert player (16) wants PBM oppo. for Bulge, Stalling, D-Day, F-40, A.K. Don't have PBM kits, but will improvise All letters answered. Paul Wilkins, 2813 Coolidge Ave., Los Angeles, CA 90039, 664-7844.

Need FTF opponents in my area. Have 11 AH Games. Best in Blitz and Origins. Randy Butler, N. Morgan, Orange, CA 92667, 639-9844.

Average/Expert player wishes PBM and FTF for all Avalon Hill games, 3M games, Chess, and Risk. Have 8 player WW II game,1939- 1944. Christopher Cummins, 3318 E. First Av., Oxnard, CA 93030, 483-1563.

WANTED: OPPONENT in PANZERBLITZ or MIDWAY any afternoon after 3:00 at 341 S. Hollicon Ave., Pasadena, CA. If interested call Jerry Ingersol at 796-4345.

Want to sell K-Spiel in good condition for a mere $6.50, however, will trade for Origins. Robert Delsol, 3185 Ranchera Rd., Redding, CA 96001, 275-1066.

Would like to sell Luftwaffe in good condition. NCOW, where are you? Guy Hall, Ive lost your address. Kit Nickell, 4613 Asbdale Ct., Apt. I, Sacramento, CA 95841, 331-7225.

WANTED: FTF opponents. Have G-Berg and Midway. Willing to learn your games. Prefer average player of High School age. Larry Meeker, 853 Buser Drive, San Carlos, CA 94070, (415) 593-7580.

For all those collectors of Avalon Hill games and anyone else interested, I have Annzio, Bismark, Jutland & Guadacanal, complete and in store condition. Contact me for details. William W. Weber, Balboa Naval Hosp., Ward 21-A, San Diego, CA 92134.

Want PBM opponents. Any 20th century AH game. Avg. player needs playing experience. Any Naval PBMers? Michael W. Phelps, 4944 Narragansett, 18, San Diego, CA 92107, 714-224-7469.

Football Falcons (Dave Hunter) still lead OFL at 9-1. Call now for 1974 info. Oops, league (Nov.-Dec. General) is here. Not Seattle. FTF only La Area. Jim Reilly, 2609 W. Laverne, Santa Ana, CA 92704, 556-7119.

WANTED: Original copies of Vol. 1, No. 1, and Vol. 1, No. 3 of the General." Antonio Leal, 1454 Euclid, Santa Monica, CA 90404, 213-451-6841.

Above average player of High School age needs PBM or FTF opponents in D-Day, Luftw. Fr. 40, Bulge , Guad, Blitz., R-War, 1914 Midway or P. Blitz. John Frazier, 11001 Wrightwood La., Studio City, CA 91604, (213) 656-6342.

Average HS player would like FTF opponents for all games. Mike Seely (?) call me. We moved and I lost your number. Steve Goodman, 1414 Prince Edward Way, Sunnyvale, CA 94087, 736-7793.

Wanted an (PBM only) opponent for Afrika Korps, I will play either side. I have no PBM sheets. As they aren't essential. Daniel Tierney, 3715 Sara Dr., Torrance, CA 90503.

PBM P-Blitz, LWaffe also wish to buy or trade games. Mike Beavers, 1113 Lincoln St., Watsonville, CA 95076.

Anyone who knows anything about Lemans or Verdict 2. Please contact me. I also have PBM for Bulge and Blitzkrieg. John Webber, 20 Graydon Hall Dr., Apt. 204, Don Mills, Ontario Canada M3A2Z9, (416)444-7932.

OPPONENTS WANTED

I would like Canadian PBM opponents for A-K (Allies), Anzio (Allies), Blitz (Red). Using Toronto Stock Exchange results. Would like to buy F-40, G-Canal, G-Burg. Jack Jung, 13208 - 122 St, Edmonton, Alberta, 454-4145.

Want PBM opponents. Kriegspiel, Novice. Veral Gordon, 93 Silverbirch Av., Toronto, Ont. Canada, P.C. M4E3L3, (416)699-7796.

I wish to buy the James U-Boat and/or Bismk and/or Jutland. Will pay up to $6.00, but will compromise if necessary. Steve Driedger, 3 Leeds Ave., Winnipeg, Man. R3T-TX1, 269-9837.

PBM P-Blitz, Blitzkrieg or FTF clubs in about Trade SP1 red/white Star and Solomons Campaign for any AH game. Novice player at AH games. Chris Hoover, 2559 Hudson, Denver, CO 80207, 399-6604.

SALE! AK, Gettysburg & issues of the General from Vol. 7 No. 1. Everything in Tip Top condition. Ask your price. Paul Kuespert, 113 Thissel La., Centerville, DE 19807, 658-1816.

College player will FTF or PBM AH and other publishers games. Want info on clubs in Pinellas County. Neil Wyllie, Jr. 1310 Sunset Dr., Clearwater, FL 33515, 446-3597.

Stalingrad, Battle of bulge, Baseball (old AH version) for sale or trade. Good prices. Am interested in sports games. Harv Harmon, Box 5495, Melbourne, FL 32901.

Novice adult player seeks FTF opponents. Also have "mint" Anzio (never played) for sale or trade, make offer. Wayne DeWahl 4445 SW 129 Place, Miami, FL 33165, 226-7534.

Looking for good competition? Give me a call and I'll play any wargame Avalon Hill makes. I own all AH games! Glenn Tempfli, 2701 SE 6th St., Pompano Beach, FL 33062, (305)946-8691.

I gamemaster Postal Diplomacy games. Both original and world War II version. Small fee for postage etc. State preference in letter. Local FTF opponents wanted. Charles N. Reinsel, 2608 S. Elm Ave., Sanford, FL 32771.

Better than average player age 16 for all AH games esp. P-blitz, Fr. 1940 and Anzio. FTF only. Selling 1914, B-Krieg. Want P-blitz, Tactics II, D-Day. Ron Muse, 4086 13th La., N.E., St. Petersburg, FL 33703, 526-3050.

Novice of adult age wants to meet with others who are interested in Bulge and Stalingrad. Will learn other games that you have. Dale Dempsey, 1387 Byrene Terr., Atlanta, FL 30310, 755-6504. Very lonley gamer is wishing for FTF opponent in the nearby area. I AM VERY DESPERAGE. Also will buy AK, Kurt Braunsroth, Route 1, Box 8, Gay, GA 30218, 538-6803.

Would like to trade K-Spiel with step reduction factors printed on back in good condition. For good Guad, Luft., F-40, R-War, Bismarck, 1914 or Jutland. Jack Mitchell, 1500 Bellemeade Dr., 1-C, Marietta, GA 30060.

Average players of adult age desires FTF opponents in the Rome area for All and others. James M. Loren, N. Kenora Dr., Rome, GA 30162, 232-4820.

FTF anything and everything. Ain't there no wargamers around here? Will buy, trade or sell games. Interested in forming local area club. Bill Reed, 212 Devonshire, Savannah, GA 31404 (912)897-1788.

Panzerblitz contents, Tactics II, and Luftwaffe for sale or trade. Opponents wanted for Anzio, D-Day, France 1940 and Battle of the Bulge. Steve Bennett, 2808 Washington, Cairo, IL 62914, (618)734-1813.

Wanted: 18th Century battle nuts. Have 1914 novices to PBM with mob charts. Send problems and offers too! Stephen Crawford 425 West 2nd South, Cartervills, IL 62626.

Average adult player desiring FTF opponents for Bismark, U-Boot, Midway, Jutland. I have all games. Thomas A. Koneczal, 5328 S. Sawyer, Chicago, IL 60632, 477-1479.

WANTED: Mature play by mail opponents for tournament BLITZKRIEG. To use my rules for added realism. CHOOSE any side. Douglas Austin Nowokunski, 1010 N. LaSalle St., Chicago, IL 60610.

Am interested in all our of print AH games! Price is no object! Anyone wishing to join FTF club with Capacity for 200 players on weekends? Doug Nowokowski, 1010 N. LaSalle, Chicago, IL 60610.

I want victims! Op PBM. Monster of L-Waffe! Will mutilate all opponents! Any clubs in area? Bill Lentzinger, 3810 N. Vermilion, Danville, IL 61832, 446-8831.

WANTED: VICTIM. Isn't there anyone who wishes to be annihilated? If so contact me to play most AH games FTF or PBM. Ron Glumb, 114 -68th St., Darien, IL 60559, 312—323-7033. Good player, age 26, desires FTF opponent for Waterloo, Stalingrad, Gettysburg. Will trade Panzerblitz, Outdoor Survival, or Kriegspiel for Verdict II. Jim Zajicek, 645 Pierce Court, Grayslake, IL 60030, (312)223-5176.

Wanted: FTF opponents for P-Blitz, B-Krieg. D-Day and Stalingrad. William R. Asker, R.R. 1 Sparta, IL 62286. (618)443-3589

Help me devise PBM system for G-Canal using hidden movement and artillery. Also want reliable, adult PBM opponents for Bulge. R. K, Kieckhefer, 1626 S. Fourth St., Springfield, IL 62703, 525-6574.

Rusty adult needs PBM opponents. Most AH and many others will furnish PBM system where needed must finish games started. All replies answered. John Duffy, 2705 Pershing Ct., Woodridge, IL 60515. Novice player in need of opponents. FTF only. I have PB and B&P/C&O. Mike Pope, 2320 Shady La., Anderson, IN 46012, 643-5791.

If it exists I'll play it. FTF only. Any games in Chicago - Hammond area? Friend needs players. Eric Brewer 4043 Morningside, Bloomington, IN 47401, 332-6561.

Novice player of H.S. age desperately in need of FTF or PBM opponents! Wish to join any clubs in area. Sell excellent Anzio for $8.00. Roger Caine, 2628 Fox Harbour La., Indianapolis, IN 46227, 787-8457.

For Sale: 12 AH games, YM II books, posters, magazines, etc. Send for complete list. Steve Parker, 8337 Burn Ct., Indianapolis, IN 46217, 881-5970.

Need above average FTF players, Naval and land, some air. Also all Indiana gamers write me and send 8 cent stamp, I will return with letter of opponents. Dave Powell, 8838 S. Illinois St.,

OPPONENTS WANTED

Indianapolis, IN 46217, 881-1344.

Wish to trade Jutland in almost excellent condition for a 1914 or same condition. John Fenick, Route 1, Pleasant Lake, IN 46779, 475-2589.

Will sell or trade TUF in perfect condition. Paid $10., but will sell for $9. Prefer to trade Kriegspiel or Richthofen's War. Barry Greenhut, 1911 Trent Way, South Bend, IN 46614.

Wish to sell Blitzkrieg and unused PBM kit. Excellent condition. Will also trade. All offers answered. J. Michael Robinson, 1039 Catherwood Ct., W. Lafayette, IN 47906, 743-3461.

Novice PBM opponents wanted for Kspiel and Bkrieg. I will share cost of PBM kit. Grant Reynolds, 179 Woodland Terrace, W. Lafayette, IN 47906, 317-463-4269.

Average player seeking opponents in most AH games. Want to buy Jutland, Bismark, Anzio. State condition. Money no obstacle. Brian Reynolds, 9213 W. 82nd Terrace, Overland Park, KS 66204, 649-5744.

Will trade Richtofens War for Kriegspiel or Stalingrad. Must be complete. All offers considered. Also FTF only game. Richard Bradley, Blueberry, Lexington, KY 40503, 277-9505.

Wish FTF player for all Avalon Hill games except Gettysburg and Midway. Want PBM for 1914. Patrick Henry Rd., KY 40214, 361-3502. For Sale: Guadalcanal to highest bidder before March 15, 1974. Also B of the B, D-Day, S-grad and Midway $4.50. I pay postage. Bill Ransdell, 6844 Green Meadow Cir., Louisville, KY 40207, 502 - 895-5352. Wanted: One player for Waterloo, Panzerblitz and Gettysburg. All letters answered. Michael B. Duffy, Oil Springs, KY 41278, 297-3172.

Average wargamer wanting FTF opponents, willing to join or even start club. Michael Morris, 2552 Clay, Paducah, KY 42001, 442-1523. Looking for FTF enemy in the Owensboro, KY area for P-blitz, Jutland, 1914, Luftwaffe, Kriegspiel, Midway, Bulge. In market for out of stock AH games. Joe Harrison, Masonville-Habitro, Philpott, KY 42366, (502)729-4911.

R-war advanced campaign game. Need six players. Can use twenty. Game best with eighteen. Need two side leaders. Send your preference of side and record of kills. Daniel A. Recce, 2514 Ann St., Villa Hills, KY 41011, (606) 341-6527.

Average player of high school age needs FTF opponent possibly PBM for most AH games. Chess and WW II miniatures. Terry Griffin, Quarters 118, Aberdeen P.G., MD 21005, 278-5586. Experienced player wants FTF opponents for Pblitz, Luft., Midway, Fr. 40 also PBM if you furnish kits . By PBM for Luftk., Fr. 40. Karl Fickenscher, Knightswood Rd., Baltimore, MD 21239, 823-5957.

Have Luftwaffe, Kriegspiel, Gettysburg, Blitzkrieg to sell or trade for good games. Also want old Generals. Also have non—AH games. Michael Keller, 1702 Meadow Ct., Baltimore, MD 21207, 944-1182.

Wish to buy Anzio, Origins, S-Grad, AK and 1914. Will trade or sell games. Steven Meckel, 3010 Harview Ave., Baltimore, MD 21234, 444-2673. Will PBM S-Grad (4-5-6), AK, Bulge, D-Day, K-Spiel, W-Loo, Tac. II. Paul Oldaker, 940 Montpelier St., Balto., MD 21218. HELP! I need a FTF opponent who plays ANY AH game. Any where in Bergen County or Elm Ave., Hackensack, NJ 07601, 342-0936.

Trade K-spiel or U-boat for D-Day, F-40 or L-W. First comes first serve. Adult FTF or PBM P-blitz, S-grad, R-war 1914 in NY metro. area? John Trosky, 459 Wayne St., Jersey City, NJ 07306, 433-1156.

Join PBM club and find that right opponent, scarce game, or general. Our newsletter also needs articles, game ideas, graphics, area co-ordinators gamemeister, contestants. Write: Michael Stephens. Pickwick Apts. C-15, Maple Shade, NJ 08052.

Average player desires FTF or PBM for DK, D-Day, Wtrloo, BzBlitz. All AH games. Frank San Miguel, 1114 Roberts Ave., Mays Landing, NJ 08330, 625-2744.

Good player seeks FTF for S-grad, AK, Blitz, Luft, D-Day. Seeks player in Sussex County. Selling P-Blitz Highest offer. Any Clubs in New Jersey? Beware! Lance Gross, 18 Alpine Trail, Sparta, NJ 07871, 729-9758.

Novice high school player wanting PBM opponents for Afrika Korps, Jack Sistrunk, 1550 Westervelt Ave., Baldwin, NY 11510, 379-3629.

Average player of high school age wanting FTF opponents for AK, Midway and others. John J. Predgen, 74 Prospect, Canajoharie, NY 13317, 673-2068.

Any ham radio war gamers interested in playing me on the air. Please write! Robert Kalinowski, 7 Saratoga St., Commack, NY 11725, 543-8537. Will sell various parts of games cheap. Write for list. Will purchase any and/or all Gettysb. (Hex) counters recopy or blank, even if only several. John D'Addario, 35 Greenbush St., Cortland, NY 13045, 607—753-0614.

PBM opponents wanted for Blitz and France 40. I'm 0-2 as Blue and 2-0 as Red. Richard Towson. USS Dewey, FPO NY 09501, DLG-14.

Want to buy Bismark and Jutland will pay $15.00 for EACH also U-boat will pay $10.00 must be in good condition and complete contact. SP/4 Donald D. Harrison, III, 555-96-6612, CSC 4/69 Armor, APO New York, NY 09185.

Adult wargamer seeks PBM opponents Gburg, G-canal, Midway. You choose side. Very good condition Bismarck for sale. First $3.00 (or more) offer plus postage accepted. Alan Augenbraun, 839 East 55th St., Brooklyn, NY 11234, 531-8257.

College age player getting tired of winning. Want good opponent for any of the five dozen games I have. Thomas Bitton, 252 24th Street, Brooklyn, NY 11209, 916-0830.

HELP! I need FTF opponents for S-grad, D-Day. Luft, R's War, Tactics. Like to learn ANY others. I'm in Nassau County. You can even call me. Warren Schaufnack, 210 Golf Lane, Hewlett Hrbr., NY 11557, (516)295-0162.

Average player of high school age needs PBM opponent for P-blitz and Birzkreig. John Taylor, 2 Florence Dr., Lincolndale, NY 10540, 248-5822.

Novice seeks opponents for PBM Bulge. Desperate for Generals with B-Krieg articles. Don Voyer, 7539 Cascade Ave., Lowville, NY 13367, 376-7110.

Anyone have Vol. 9, No. 3 of the Gen., they'd like to part with will pay moderate price all letters answered. Mark Milem, 29 Birchwood Terr., Nanuet, NY 10954.

Average adult player seeks FTF players only all games or others, Stephen Geisinger, 120 Gale Place, NY, NY 10463, 884-1286.

Will trade new Gettysburg for new football strategy. Let's make it snappy. Also interested in joining football league. Call or write: Andy Tallmer, 26 East 81, NY, NY 10028, (212)628-9747.

OPPONENTS WANTED

Expert player seeking opponents for PBM Anzio, D-Day, Bulge, Midway, 1914 and Blitz. Dave Rose, 52015 Washington, New Baltimore, MI 48047, 725-6376.

Average player mid 20's wants FTF opponent for almost all AH games. Richard Leahy, Newton, MA 02166, 965-0431.

PBM wargamers wanted for L-waffe, AK, B-marck and Midway. Naval games played want Seapower variant. Want to buy a copy of U-boat rules YOU NAME PRICE. Matt Shields, 52493 Poppy Lane, Rochester, MI 48063, (313)731-2628.

Adult Waterloo novice wishes FTF or PBM. South Shore MA. Will buy PBM kit, Norman A. MacDonald, 236 Randolph St., S. Weymouth, MA 02190, 337-8146.

High school novice seeks FTF opponent for Krieg, Blitz, 1914, AK, Getty. Jut, Luft, RW, young opponent preferred. Not much experience but am willing. Robert J. Robbins, 47 W. Canton Cir., Springfield, MA 01104, 739-6875.

Adult Blitz freak wants FTF opponents and PBM opponents for P-blitz. There must be someone in the Worcester area who plays? Robert Curtin, Jr., 328-C Greenwood St., Worcester, MA 01607, 791-7306.

WANTED: FTF players of high school age for my 8 games. Will anyone trade a good Anzio for a good 1914? Gary Behmen, 8716 Morris Rd., Bloomington, MN 55437, 831-6657.

Average player seeking FTF opponents for any and all games. Terry Schoonover, 2893 Knox Ave., S., Minneapolis, MN 55408, 824-1063.

Novice adult desires FTF opponents. Would like to join or start wargaming org. in Twin Cities area. Call after 5 P.M. John G. Ahsen, 375 Erie, St. Paul, MN 55102, 226-0513.

Will sell Anzio, G-Canal, 1914, G-burg. Good condition, $5.00 each. Mike Keeley, 1119 Virginia, St. Paul, MN 55117, 489-5520.

Will leave allied player crying on beaches at PBM D-Day. Dan Deleeuw, Box 1355, University, MS 38677, 234-6554.

WANTED: player of average or below ability on B.K. M, W, P, B, NO PBM. Allen Miller, 1914 NE 68th St., K.C., MO 64118, 453-1755.

FTF opponents St. Louis area. All and non AH games. Mike Edmonds, 929 Penny La., Manchester, MO 63011, 227-2034.

Adult player seeks FTF opponents. Have Guadalcanal, Blitzkreig and D-Day. Will sell or trade Guad, Frequently in Ventnor, N.J. area. Robert Mansfield, 224 Woodlawn Terr., Collingswood, NJ 08108, 854-1387.

Any opponents in Bergen County? Will play ANY AH game. Go any where in Bergen County to play. Also want to join any club in this area. Salvatore Letizia, 1 Elm Ave., Hackensack, NJ 07601, 342-0936.

OPPONENTS WANTED

Good adult player desires PBM opponent for Bulge, AK, Blitzkrieg or W-Loo. All letters answered Hanks. Richard Hirschhorn, 140 Summit St., NYC, NY 11231, 852-2596.

WANT: Civil War and Chancellorsville, must be in good condition. Only answer lower offers. Any local clubs? Larry Mattson, 1769 Penfield Rd., Penfield, NY 14526.

Just bought Tactics II. Need opponents. Will use everything but rules. Have played other AH games. PBM only please. I think better that way. Rick Kassel, 118 Fishers Road, Pittsford, NY 14534, (716) 924-5475.

Will play German side in PBM Stalingrad. Will trade Luftwaffe (excellent shape) for Bulge or AK. Michael Modka, 72 Debora Drive, Plainview, MY 11803, 931-0314.

Fair player, PBM M-way, A-Korp. Rich-war, Blitz-k, Origins. Have no PBM kit. Wanted Jutland, U-boat, fair price. Gregory Hauser, 1570 Culver Rd., Rochester, NY 14609.

Panzerblitz PBM opponent wanted. Have game and kit. Need crafty opponent to sharpen skill. You'll know you've been in a PBM game. Jim Matt, 1 Courtright La., Rochester, NY 14624.

FTF almost anything. PBM P-blitz, Wish to buy G-canal, at reasonable price. I'm fairly good, high school age. Well, what are you waiting for? Chris Schmiot, 304 Main St., Rosyln, NY 11576.

Fair player, age 27, wishes FTF opponents on Staten Island. Have D-Day, P-blitz, Luft. R-war. Any clubs in area? Richard Brown, 310 Great Kills Rd., Staten Island, NY 10308, 356-5106.

Forming club: meetings Sunday 1:00 - 4:30 WANTED:members, games, books. PERSONAL WANTS: Anzio, Stuart Schoenberger, Box 2446, Indian Quad, 1400 Washington Ave., Sunya Albany, NY 11710, 457-5328.

High school novice wanted also NC wargamers club. Daniel Gorham, 8 Ravenna St., Asheville, NC 28803, (704)252-3912.

France 1940 PBM. Also any info on science fiction games. Will stand anyone who wants to get beat at France 1940 PBM. Jim Mamoulides, 708 Dartmouth Rd., Raleigh, NC 27609, (919)782-3451. JNeed members for Akron- Cunton-Kent area wargaming club. Also would like FTF opponents in my AH game and chess. Martin Fleming, 554 Schoenbf Dr., Akron, OH 44303, 864-7822.

Expert player desires FTF opponents for Bz-Blitz, Blitzkreig or any of the 36 games I have or whatever you have. Promise complete annihilation. Guy Perram, 4646 Redwood Dr., Brunswick, OH 44212, 225-9358.

High school player will PBM R-war. Want to join Dayton area club. I'm willing to start one if none are around. Bob Klarquist, 2036 Northern Dr., Dayton, OH 45431, 429-0901.

Wanted Midway or Luftwaffe for reasonable price and in reasonably good condition. Any wargamers on OU campus in Athens? Robert Thornsberry, RR 2, Lewisburg, OH 45338, 962-2214.

Average adult seeks FTF player(s) of College or adult age for friendly discussions and gaming. Interested in PBM Business games Contact: Arthur Dempsey, 5008 Horizon Dr., Richmond Hgts., OH 44143, (216)261-9967.

Anyone out there make his own games? I want ideas about Napoleonic games and Nuclear wars with ICBM's. Hi FTF Kriegspiel, D-Day, Waterloo, Origins, B-kreig. Clay Davidson, 7349 Grayson Dr., Springfield, OH 45502, 964-8305.

Making FTF & PBM phone contact list for Toledo, SE Mich. Write if you want ON. Send sase if you want one. R. Kotz, 1517 Secor 230, Toledo, OH 43607, 531-3739.

Need copy of G-canal, Anzio in good complete condition. Send reasonable offers. Also want to PBM Bulge, A-K, D-Day, Blitz-k'krieg. Anybody at Fort Sill? 2Lt John E. Butler, 517LN Lauman, Fort Sill, OK 73503, 351-2446.

Will referee one PBM hidden movement Panzerblitz and reveal action at end. 2LT Ian L. Straus, B Btry, Off. Stu./Battalion, Fort Sill, OK 73503.

Collectors item! Board only from pre World War II. Wargame conflict (Parker Bros.) Good shape. Sell for $30.00. First check pets. Jay Reese, 3235 S. 17th, Eugene, OR 97402, 343-0834.

FTF opponents for L-waffe, P-blitz, Tactics II, S-grad, Midway and others. School can germans win at S-grad. I don't think so. Please write soon. John Nelson, 15890 S. Wishire Cir., Oregon City, OR 97045, 632-4607.

Anybody in Montgomery County? Forming a wargamers club. Will play all wargames. Have all of Avalon Hill's wargames. John Visher, 1564 Temple Drive, Ambler, PA 19002, 646-2026.

Wanted 4th opponent B-Krieg, Fr. 40, P-blitz, Bulge, AK, Midway. Expert player 29 years of age. George Confair, Main St., Benton, PA, 18814, 717-925-6019.

Looking for PBM S-grad opponents. Average to above average experience preferred, but not necessary. Friendly conflict is the primary object. Will give assistance to novices. Rick Moyer, 636 Garden Rd., Glenside, PA 19038.

Average adult or wargamer of average ability looking for new victims in Harrisburg area in FTF Anzio, L-waffe, R-blitz, Fr. 40, M-way, Bulge, R-war, S-grad, AK, G-canal, U-boat, Bismarck, Jutland, Gettysburg. Feldmarschall Hans von Thoma, 409 Coleman Ave., Hershey, PA 17033, (717)533-9616.

Wish to sell Civil War (Good) & Gettysburg Old square (Poor). Jay Harper, Sugartown Rd., Rd. II, Malvern, PA 19355, 647-0438.

Adult player of average skill desires FTF opponents for M-way, G-burg, W-loo, Tactics & other games, including Scrabble. Bruce Allan Brinser, 406 Meadowview La., Phoenixville, PA 19460, 935-1293.

Is there anybody who plays All Games in Phila. area? Please call NE2-6509. Any clubs? PBM most games, no kits. Mark Lambert, 9872 Lockland Dr, Philadelphia, PA 19114, NE2-6509.

HELP! Any novice willing to play Guad., P-Blitz, Luft., Only PBM please interested in used Midway and 1914, David Monahan, 232 East High- land Ave., Phila., PA 19118, CH7-2462.

Average player wants opponents for PBM all games or others, Stephen Geisinger, F20 Gale Place, NY, NY 10463, 884-1286.

OPPONENTS WANTED

Will buy Bismark game must be in good condition. Will accept from lowest offer received. Jonathan Platt, 1007 Linderdalg Drive, Pittsburg, Pa 15243, 341-5541.

Jr. High Age novice average player needs opponents for Midway, L-Waffe, Richtofens War, D-Day, Stalingrad, P-Blitz, F-40 for sale: 1914. Malcolm Wihrman, 3440 Aylesboro Ave., Pittsburg, Pa 13217, 681-6774(412).

FTF, opponents wanted in Phila. Area. Am familiar with most of the games, good at S'Grad, Wloo, AK, B.B. Richard Frey, 16 Ridgewood Rd., Radnor, PA 19088, (215)MI3B-9592.

Avg. player of JHS age wishes to do battle PBM or FTF in K-Spiel, P-Blitz, Miday, L-Guff, Fr. 40. Have no PBM sheets. Mark Matuschak, 15 Connor St., Uniontown, PA 15401, (412)437-7901.

Does anyone have ideas or plans for wargame of the 1967 Arab-Israel - Six Day War? Very interested please write. Mark S. Shepherd, 6400 Winyah Drive, Columbia, SC 29203, (803)754-4587.

Wanted '69, '70, '71 editions of sports illustrated pro football games. Also interested in forming a football league in the Memphis area. Mark Harris, 1225 Old Hickory, Memphis, TN 38116, 397-4193.

Expert H.S. age player desires FTF only opponents for most AH games and others. Will sell R-War for $6, never been played. Any wargaming clubs in South Texas? Kevin Hendryx, 5205 River Oaks Dr., Corpus Christi, TX 78413, 991-6926.

Adult player wants to PBM Fr-40, Pick OB's and send alled set-up or I'll pick OB's and you pick sides. No optional rules. R.G. Robinson, 308 S. Harley, Harker Heights, TX 76541, 699-9669.

For sale: Origins, K-Spiel, Luftwaffe, France 40, P-Blitz, A-K, W-Loo, Tactics II, S-Grad, D-Day, Bulge, Bismark plus PBM kits to highest bidders. Larry Barhart, Jr., 8918 Stroud, Houston, TX 77036.

Desire FTF opponents for AH Games. Have extensive experience with most AH games. John Fogarty, Rm. 213, P.O. Box 2011, Houston, TX 77001, 523-5749.

Average player looking for FTF opponents in NASA area. Have 30 war games. Kenneth F. Meyers, 222 East I, La Porte, TX 77571, 471-0470.

PBM opponent needed Stalin. Desire good player. Will buy or trade for Ch-vlle, Civil War and Gettysburg. Average player FTF opponents wanted. Guy R. Guiton, 2800 Wauban, Marshall, TX 75670, (214)938-3858.

Experienced wargamer in early twenties looking for competant FTF opposition in Northern Virginia area. Robert J. Brayng, 3021 Furman La., Alexandria, VA 22306, 765-4139.

Average adult player wants PBM opponents for Leyte Gulf, F-40, G-canal and S'grad. John Garrett, 108 Oak Forest Rd. 2, Blacksburg, VA 24060.

FOOTBALL: adult willing to help start 26 team AH Football League in Tidewater area. If one already exists, please contact me. Jack Emetick, 1311 Jackie Drive, Chesapeake, VA 23324, 545-3342.

Wanted: Jutland, state conditions and price. Also FTF opponents in Madison College area 1914, France '40, Panzerblitz, college novice. Steve Kite, 1305 Hillcrest Dr., Harrisonburg, VA 22801, (703)434-6367.

Good player of Jr. High age (5 years experience) desires FTF for most AH games. Have R-War and France 1940 (allies). Mike Levitin, 1321 Noble St., Norfolk, VA 23518, 583-2456.

Average or better adult player desires FTF opponents in most AH wargames; perfer Bulge, S'Grad, B'Kreig, P-Blitz, Miday. Also need opponents for F-man Diplomacy, W.D. Hele, 5401 Greenbrook, Portsmouth, VA 23703, 484-9112.

For sale or trade: U-Boot, Kriegspiel. Both in excellent cond, willing to bargain. All queries answered. Dick Jarvinen, PO Box 629, Yorktown, VA 23690.

Wanted ILS, age PBM opponents for FR '40, R-War, D-Day and Midway. Mark Tomas, Rte 7 Boc 2323, Bremerton, WA 98310, 479-2597.

Are there any wargamers in the Yaking Valley. Big rewards guaranteed if you contact me. Come on you guys you're not trying. Greg Doust, RT. 3, Box 373, No. 21, Ellensburg, WA 98926, 925-2106.

Novice to average player wish competition in Luftwaffe and Krieg. Fact to face only. Is willing to learn other games. Thomas Zyzak, 31260 31260 27th Ave. S.W. Federal Way, WA 98002, 838-1830.

Will buy Jutland up to $10.00. Butch Schtarzmann, 101 East 7th, Ritzville, WA 99169, 659-0243.

Have and am willing to sell Afrika Korps, Stalingrad, Midway, and Baseball (Old Style). All in good condition. Harvey L. Harmon, 1807 18th St., Nitro, W.VA 25143.

Wanted counters for G-Canal both Amer. and Jap, plus does anyone have a U-Boat game they want to sell. Send price and condition of both. James L. Cole, 108 South Penn St., Wheeling, WV 26003.

Yes, there still are individuals who rely on action rather than words. I am the premier wargamer, and I am considering all prime opponents. Kenneth J. Parsons, 2318 Crown Pt. Dr., Racine, WI 53402.

Good player adult age wants FTF opponents AH and other games will travel. Martin Reed, 5 rue Cwria, Clemont-Fd, France 63000.

Sports game buffs in the Baltimore vicinity, are invited to join the AH sports league. A good school includes the designers of Football and Baseball Strategy. Donald Greenwood, 4 Brooks- bury Dr., Apt 1C, Reisterstown, Md. 21136, 833-8843.